

# Total 64

100% UNOFFICIAL

## Extreme G

Futuristic racing N64 style as we take a look at Acclaim's high speed thriller



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**Goldeneye 007**  
Full review of the most eagerly awaited Film tie-in ever!

**EXCLUSIVE!**  
**Mace: The Dark Age**

Preplay of what could prove to be the definitive N64 Fighter

**Ganbare Goemon 5**

Konami's SNES hero makes his N64 debut in this groundbreaking RPG

**Plus!**

- REVIEWS** ■ Tetrisphere ■ Lylat Wars  
**FIRST LOOKS** ■ NBA Hangtime  
**64 TIPS** ■ Banjo-Kazooie ■ Bomberman  
**PLUS!** ■ Mario Kart 64  
**■ FI POLE POSITION PREPLAY**

Volume One - Issue Eight **£3.95**





# MRC

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*On and off road terrain*

*Alternative routes on every course*

INTERNAL COMBUSTION ENGINE





SINE



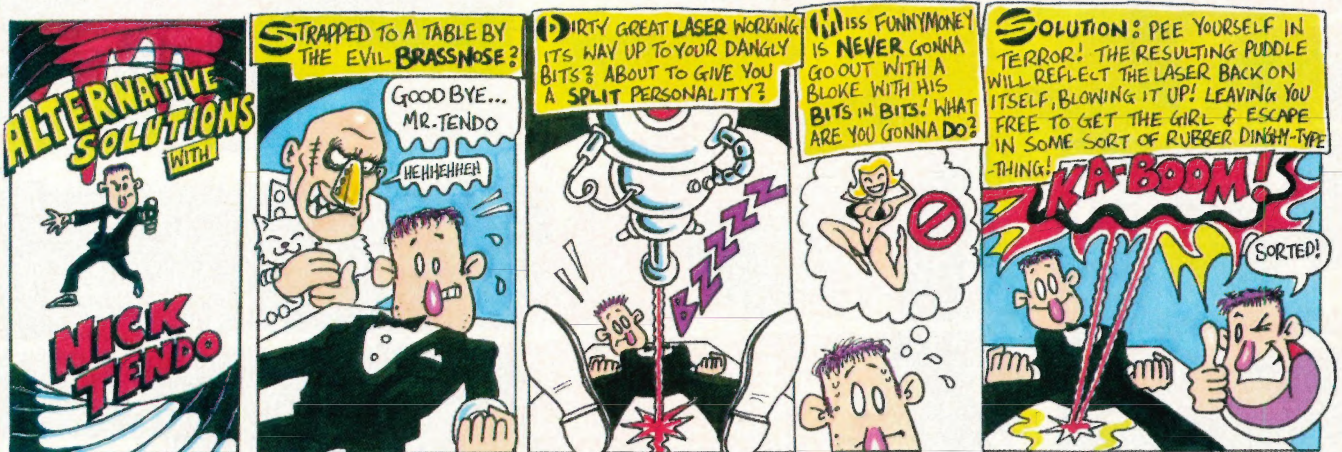


# Welcome to the ever changing world of TOTAL 64

New members of staff, new computers for the office, new colours on the front cover, and a new hair colour for Nick — about the only thing that hasn't changed this month is the fact that we're still the best N64 mag you'll find on the shelves.

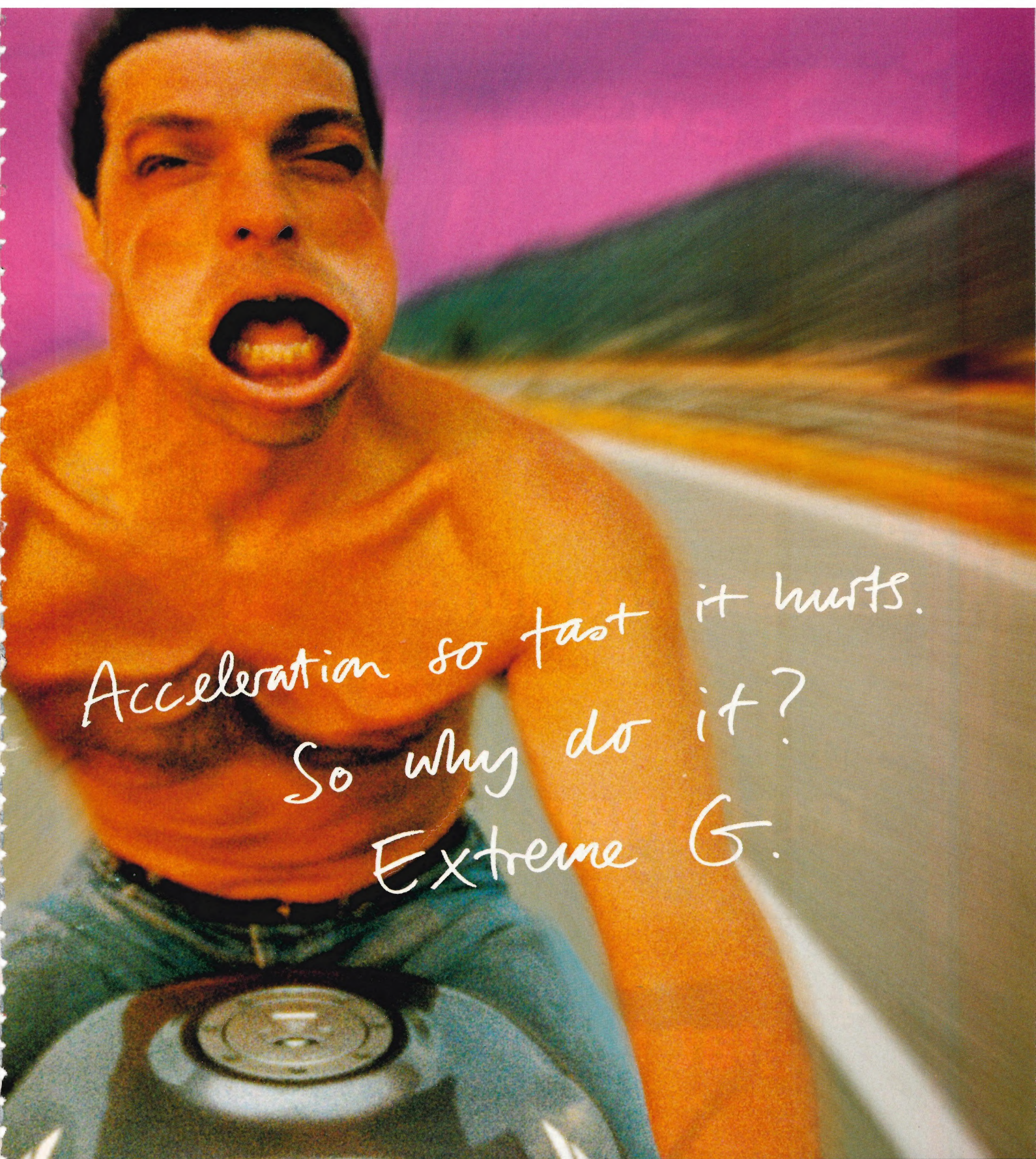


If you check out this month's masthead you'll notice that there have been a few changes in the TOTAL 64 team — Nick has been promoted to Deputy Editor (three cheers etc.) and we have a new staff writer in the form of Alistair Felton, who previously produced a local Nintendo fanzine. The new boys have been working hard at getting their photos in the mag at every opportunity, so I'm sure that by the time you reach the end of this spectacular issue you'll feel like you've known them for years. Nick has also evolved into 'Nick Tendo', the comic book character, who makes his debut at the bottom of this very page — he'll be popping up in every issue offering you alternative solutions to the big games of the month. Check out his solution to *Goldeneye 007* — bet you wouldn't have thought of that!



Enjoy... ➔





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probe



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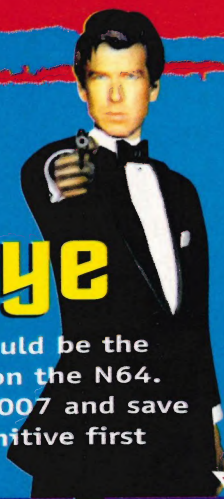
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# reviews

Total 64

## 3.5 Goldeneye



Full review of what could be the best game ever seen on the N64. Become James Bond, 007 and save the world in this definitive first person shooter.



Win!  
Goldeneye  
competition  
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## Ganbare Goemon 5

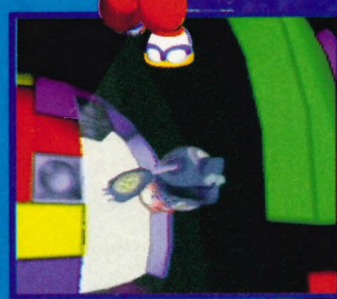
The Mystical Ninja returns to Nintendo in style with this wonderfully imaginative RPG. You take control of *Ganbare Goemon* and his three chums in the adventure of a lifetime!



5.0

## Tetrisphere

One of the most successful games ever in Nintendo's history gets the N64 treatment, with an all new 3D perspective. One of the most original games in recent times gets a full TOTAL 64 review on page 50.



5.4

## Lylat Wars

Originally know as *Starfox 64* in Japan and the States, the strangely named *Lylat Wars* gets a long overdue UK release. See what the TOTAL 64 team think of it in our full review.



5.6

## NBA Hangtime

Do you like to wear puffy jackets, baggy jeans and hang out down your local arcade? Well if you do, then *NBA Hangtime* might be right up your alley.



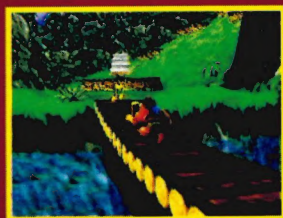


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Rare's new platformer for the N64. Could this be the first game to better *Mario 64*?

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An unusual concept: an RPG starring Sub Zero from the *Mortal Kombat* series. How will it work?

- 19 Bomberman**  
One of the most addictive games ever gets a new lease of life on the N64.



- 20 Silicon Valley**  
This weird multi-genre affair takes you on a trip to a future where animals have evolved into very strange machines...

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You play the part of a chameleon in this interesting platformer from the makers of *Lemmings*.



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With *Human Grand Prix*'s European release just around the corner, TOTAL 64 gets the low down on this exciting F1 racing sim.

- 30 Mace: The Dark Age**



We take an exclusive look at GT's innovative beat-'em-up. Watch out *Dark Rift*!

- 22 W.I.P. Extreme G**

This could turn out to be the racing game that every N64 owner has been waiting for...



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## Mario Kart 64

All the shortcuts, all of the time.  
Only in TOTAL 64's *Mario Kart* guide!



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# Total 64 NEWS



**Howdown!**

## European Release Dates

Here are all the latest release dates for the N64 in Europe.

### August

28 - NBA Hangtime  
(Nintendo/Midway)  
28 - Wayne Gretzky's 3D Hockey (Nintendo/Midway)

### September

5 - Blast Corps (Nintendo)

### October

3 - Doom 64  
(GT Interactive/Midway)  
3 - Star Fox 64: Lylat Wars w/ Rumble Pak (Nintendo)

### November

TBA - F1 Pole Position 64  
(Ubi Soft)  
TBA - Top Gear Rally (Kemco)  
TBA - WCW vs. NWO: World Tour (THQ)  
7 - Goldeneye (Nintendo)

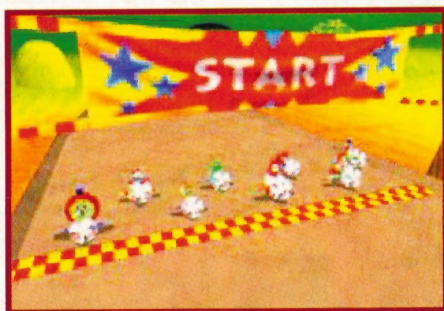
### December

TBA - Banjo & Kazooie  
(Nintendo)  
TBA - Hexen (GT Interactive)  
TBA - War Gods (GT Interactive/Midway)  
10 - Mission: Impossible  
(Ocean)

### 4th Quarter '97

TBA - Blade & Barrel  
(GT Interactive)  
TBA - Quake 64  
(GT Interactive/Midway)  
TBA - Rev Limit (Seta)  
TBA - Clay Fighter 63 1/3  
(Acclaim/Interplay)  
TBA - ExtremeG (Acclaim)

# Rare answer to Mario Kart 64?




**A**fter his SNES success, that cheeky little monkey from the *Donkey Kong Country* games has been given his own N64 debut. The game's working title is *Diddy Kong Racing* and it looks like it will be along the familiar lines of *Mario Kart 64*. While *Diddy Kong's Racing* does focus on high-speed, entertaining racing action, it also throws a wrench in the works by adding a large dose of adventure and exploration, such as you might find in a game like *Super Mario 64*. *Diddy Kong* and seven other characters will race through a total of 20 beautiful 3D courses packed with rivers, waterfalls, tunnels, canyons, lava, snow, rolling hills and quiet lagoons.

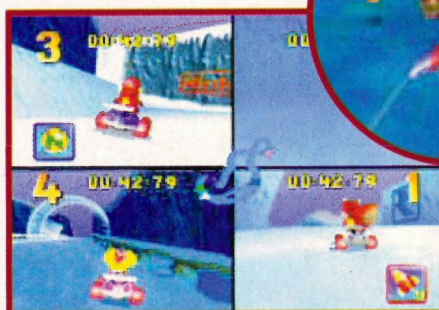
The courses in *Diddy Kong Racing* are made all the more impressive by Rare's proprietary Real-Time Dynamic Animation Technology. This new programming technology allows the game to include large, colourful and highly textured

characters in a massive environment. Real-Time Dynamic Animation Technology squeezes the most out of the Nintendo 64's hardware, allowing for environment mapping and specular highlighting, whenever appropriate.

Although *Diddy Kong* is the star of the show, other Rare characters like Banjo the Bear, Conker the Squirrel and Krash the Kremling will make a pit stop, as will all-new animal friends Bumper the Badger, TipTup the Turtle and Pipsy the Mouse. The racers will drive in one of three vehicles - a cart, hovercraft or plane. Each vehicle will require a different handling technique, and will take on the challenges of the different courses in different ways. *Diddy Kong Racing* will reward racers who explore off the beaten path with power-up items and hidden challenges. Other devices will allow racers to attack their opponents, or to defend themselves from assault. Some courses also feature boss characters to provide even more challenge.

*Diddy Kong Racing* also features a Versus Mode that allows two to four players to compete using any combination of vehicles. A variety of scenarios in Versus Mode make for even more depth of game play.

To heighten the immersive nature of this 3D racer, *Diddy Kong Racing* will be compatible with the Nintendo 64 Rumble Pak Controller Accessory. In addition, players will be able to save their best times and races using the Nintendo 64 Controller Pak. Personally we can't wait to get *Diddy Kong Racing* in the office, as it could well be the game to replace *Mario Kart* as the 'all night session' favourite. *Diddy Kong Racing* is due for release in the US at the end of the year and will be released shortly after over here in the UK. 





# Zelda- The Big Link



TBA - MultiRacing  
Championship (Ocean)  
TBA - Robotron 64  
(GT Interactive/Midway)

## 1st Quarter '98

TBA - Conker's Quest (Rare)  
TBA - Duke Nukem 64  
(GT Interactive)  
TBA - FZero 64 (Nintendo)  
TBA - G.A.S.P. (Konami)  
TBA - MK Mythologies:  
SubZero  
(GT Interactive/Midway)  
TBA - Yoshi's Story  
(Nintendo)  
TBA - Zelda 64 (Nintendo)

## January '98

TBA - Bomberman 64  
(Hudson)  
TBA - Mischief Makers  
(Nintendo)  
TBA - Robotech: Crystal  
Dreams (Gametek)

## February '98

TBA - Chameleon Twist  
(Japan Supply System)  
TBA - Dual Heroes (Hudson)  
TBA - Nagano Winter  
Olympics '98 (Konami)  
TBA - NBA In The Zone '98  
(Konami)

## March '98

TBA - Castlevania 64  
(Konami)  
TBA - Quest 64 (THQ)  
TBA - Tonic Trouble (Ubi  
Soft)  
TBA - Twisted Edge  
Snowboarding (Kemco)

## May '98

TBA - Wayne Gretzky's 3D  
Hockey '98 (Midway)

## Unknown

TBA - Attack!  
(GT Interactive)  
TBA - Bio Freaks  
(GT Interactive/Midway)  
TBA - Body Harvest  
(Nintendo)  
TBA - Centipede X  
(GT Interactive/Midway)  
TBA - Joust Epic  
(GT Interactive/Midway)  
TBA - Mace: The Dark Age  
(GT Interactive/Midway)  
TBA - Mortal Kombat 4  
(GT Interactive/Midway)  
TBA - Mystical Ninja 64  
(Konami)  
TBA - Rebel Moon Revolution  
(GT Interactive)  
TBA - San Francisco RUSH  
(GT Interactive/Midway)  
TBA - Unreal (GT Interactive)

It's official, *Zelda 64* will be the biggest game in Nintendo's history. The cartridge will weigh in at a massive 256 megabits (that's 32 Megs, kids) which is at least four times the size of *Mario 64* and twice the size of the next biggest title – the eagerly awaited *Banjo and Kazooie*.

This move has been necessary because of the delay to the 64DD and proves that Nintendo are not willing to sacrifice any aspect of the game in order for it to be released in time. The up side of this is that the game will probably feature the largest game-world ever seen on a console and include some stunning graphics.


Miyamoto, the game's producer, has hinted that the control of Link will be far superior to that of *Mario* and he will even get to wear 'heavy boots' – something of a similar idea to metal Mario. You will also get the help of a small fairy which, among its other abilities, will warn you whether you are talking to a friend or an enemy by changing its colour. Link will also get to ride a horse. Cool.

Of course the down side of the huge cartridge size means that the game is likely to be priced in the \$100 range – which will probably mean that the game will be about £100 when it is released in the UK.

Miyamoto had this to say about the game: "I've always tried to create places in a video game that don't exist in the real world. You might even feel like you've actually been there. And these thoughts, feelings, find a shape, one-by-one.

"You can get into the game if you turn off the music. And if you turn on the music, you might then start crying because of fear... dungeons contain lots of traps and are really scary. You might want to curse the person who created the dungeon. Maybe you will have a nightmare?"

Okay, we don't know exactly what he's talking about – but that's the reason why he's a gaming genius and we're not, so it's okay by us.

*Zelda 64* is due for release at Christmas in Japan so don't expect it much before the summer of '98 in Europe – it will surely be well worth the wait. 



## US Release Dates

Here are the latest release dates available for the N64 in America.

## September

3-MultiRacing  
Championship (Ocean)  
29- Mischief Makers  
(Nintendo/Treasure)  
30- Lamborghini 64 (Titus)

## October

TBA - F1 Pole Position 64  
(Ubi Soft)  
TBA - Jeopardy!  
(Take 2/Gametek)  
TBA - Mace: The Dark Age  
(Midway)  
TBA - Wheel of Fortune  
(Take 2/Gametek)  
20 - Clay Fighter 63 1/3  
(Interplay)  
20 - Extreme-G (Acclaim)  
25 - Top Gear Rally  
(Midway/Kemco/Boss)  
28 - NFL Quarterback Club  
'98 (Acclaim)  
29 - Mission: Impossible  
(Ocean)

## November

TBA - Aero Fighters Assault  
(Video System USA)  
TBA - WCW vs. nWo: World  
Tour (THQ)  
04- MK Mythologies:  
SubZero (Midway)  
11 - Madden 64 (EA Sports)  
11 - San Francisco RUSH  
(Midway)  
14 - Duke Nukem 64  
(GT Interactive)  
15 - Robotron 64 (Midway)  
18 - Wayne Gretzky's 3D  
Hockey '98 (Midway)  
24 - Diddy Kong Racing  
(Nintendo/Rare)

## December

01 - Bomberman 64  
(Nintendo/Hudson)  
20 - NBA In The Zone '98  
(Konami)

## 4th Quarter '98

TBA - Legion X (Hudson)  
TBA - Robotech: Crystal  
Dreams (Gametek)  
TBA - Space Station: Silicon  
Valley  
(BMG Entertainment/DMA)

## 1st Quarter '98

TBA - Bio Freaks (Midway)  
TBA - Body Harvest  
(Nintendo/DMA)  
TBA - Castlevania 64  
(Konami)

## Third party bonus?

The European Commission has ruled that Nintendo no longer have the right to restrict third-party releases for the N64. What this means is that we may well see a torrent of new games on the system, but at what cost? We here at TOTAL 64 reckon that this is definitely a bad thing, with quality giving way to quantity – just as it did with Sony's PlayStation – something that Nintendo have always gone to great lengths to prevent happening. This ruling does not just apply to Nintendo, it will affect Sega in exactly the same way.



# 64 Howdown!


## Hybrid Heaven

One of the big surprises at the recent E3 show in Atlanta was a game called *Hybrid Heaven* by Konami. The game came from nowhere to take the crowds by storm and is looking like it might be the N64's answer to *Resident Evil*. *Hybrid Heaven* features a fresh mixture of combat, exploration and RPG elements.

The new title graphically goes beyond almost any other game out there, and it truly shows what the Nintendo 64 can do. With its real-time full 3D polygons and state-of-the-art animation, *Hybrid Heaven* should set a new standard for graphics.

The basic premise of the game is a futuristic plot with incredible settings, all of which can be controlled by you. The main character in *Hybrid Heaven* leaps, dives and battles his way through several brooding alien landscapes. There is also an unusual cast of characters that will help bring the amazing immersive world of *Hybrid Heaven* to life.

This original game, which is being made exclusively for the Nintendo 64, is at present still in early development and is currently due to be released in the second quarter of 1998 in the US.

We'll bring you more news as we get it on this potentially brilliant title. 



TBA - *Sim City 64* (64DD)  
(Nintendo)  
TBA - *Sim Copter 64*  
(Maxis)  
TBA - *Space Circus* (Ocean)  
TBA - *Turrican 64* (Factor5)  
TBA - *Ultra Soccer*  
(Acclaim)

### Upcoming

Here are some of the games that are due for release in the US within the next year. We just do not have a specific release date for them yet. They could all appear as early as Fall 1997 or maybe even as late as Spring 1999.

TBA - *Actua Golf*  
(Interplay)  
TBA - *BuggieBoogie*  
(Nintendo/Angel)  
TBA - *Command and Conquer* (Virgin)  
TBA - *Creator* (64DD)  
(Nintendo)  
TBA - *Cruis'n World*  
(Midway)  
TBA - *Daikatana 64* (ION Storm)  
TBA - *Dead Ahead*  
(Optical Entertainment)  
TBA - *Deadly Honor*  
(TecMagik)  
TBA - *Donkey Kong Country 64* (64DD)  
(Nintendo/Rare)  
TBA - *Flights of the UN*  
(Video System USA)  
TBA - *Golgo 13* (Vic Tokai)  
TBA - *Grand Prix Racing*  
(Video System USA)  
TBA - *Joust Epic* (Midway)  
TBA - *Kirby's Air Ride*  
(Nintendo)  
TBA - *Knife Edge* (Kemco)  
TBA - *Lode Runner 64*  
(Big Bang)  
TBA - *Paperboy 64*  
(Mindscape)  
TBA - *Rotor Gunner*  
(TecMagik)  
TBA - *Super Mario 64 II*  
(64DD) (Nintendo)  
TBA - *Super Mario RPG 2*  
(64DD) (Nintendo)  
TBA - *Twisted Edge Snowboarding* (Kemco)  
TBA - *Ultra Combat* (GT Interactive)  
TBA - *Ultra Descent*  
(Interplay)  
TBA - *Unreal* (64DD)  
(GT Interactive/DMA)  
TBA - *Wetrix*  
(Ocean/Zed Two)

TBA - *Legend of Zelda 64*, The  
(Nintendo)  
TBA - *NHL Breakaway '98*  
(Acclaim)  
TBA - *Tonic Trouble*  
(Ubi Soft)  
TBA - *Turok 2* (Acclaim)  
TBA - *Virtual Chess 64* (Titus)  
TBA - *WWF '98* (Acclaim)

### Spring '98

TBA - *Earthworm Jim 3*  
(Interplay)  
TBA - *Forsaken* (Acclaim)  
TBA - *NBA Jam* (Acclaim)

### January '98

TBA - *Nagano Winter Olympics '98* (Konami)  
10 - *Mystical Ninja 64*  
(Konami)

### February '98

TBA - *G.A.S.P.* (Konami)  
09 - *Yoshi's Story* (Nintendo)

### March '98

TBA - *Conker's Quest* (Rare)  
TBA - *Freak Boy* (Virgin)  
TBA - *Quake 64* (Midway)  
16 - *Banjo & Kazooie*  
(Nintendo/Rare)  
30 - *MLB Featuring Ken Griffey, Jr.* (Nintendo/Angel)

### 2nd Quarter '98


TBA - *Hybrid Heaven* (Konami)  
TBA - *Superman: The Animated Series* (Titus)

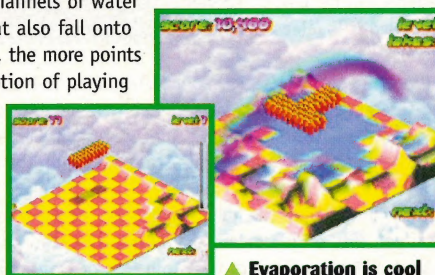
### 1998

TBA - *Earthbound 64* (64DD)  
(Nintendo)  
TBA - *FZero 64* (Nintendo)  
TBA - *FIFA: Road to the World Cup '98* (EA Sports)  
TBA - *GEX: Enter the Gecko*  
(Midway/Crystal Dynamics)  
TBA - *Magic: The Gathering*  
(Acclaim)  
TBA - *Mario Paint 64* (64DD)  
(Nintendo)  
TBA - *Mortal Kombat 4*  
(Midway)  
TBA - *NBA Fast Break*  
(Midway)  
TBA - *Pilotwings 64 II*  
(Nintendo/Paradigm)  
TBA - *Quest for Camelot*  
(Titus)

## Have you had your Wetrix?

Anyone for another 3D puzzle game? Well, a Manchester based company, Zed Two, are certainly up for it and so are publishers Ocean. The game in question is called *Wetrix* and sounds something similar to *Tetris*. Sporting an isometric view, *Wetrix* will spit out random 3D shapes onto a flat, square surface. The object of the game is (as always) rather simple - players must create (or open) channels of water and then evaporate it using balloons, that also fall onto the screen. The more water you dispose of, the more points you acquire. Zed Two has included the option of playing against a friend, the computer or both. In addition, there are so many different styles of gameplay that puzzle fans are sure to be satisfied.

The game will initially be released for PC with a Nintendo 64 version following later in the year. 



▲ Evaporation is cool

## 64 bits

Here is a little bit of information on some recently announced third party titles in Japan.

### Harukanaru Augusta: Masters '98 T&E Soft

This is a golf game featuring that famous Augusta golf course. T&E has released previous games in this series for Japanese PCs and most of the consoles. This time the game will be compatible with the Rumble Pak. Also of interest is that it's a 128 megabit game and that it will be out in December.

### Sunobo Kids Atlas

Here is Atlus' first N64 game. "Sunobo" is a shortened word for snowboard. This is the second snowboarding title to be announced for the N64 after *Twisted Edge Snowboarding* from Kemco.

### Snow Speeder 64 Imagineer

Here we have yet another snowboarding title. This means *Snow Speeder 64* is the third snowboarding title for the Nintendo 64. Imagineer is planning to make the game compatible with the Rumble Pak.

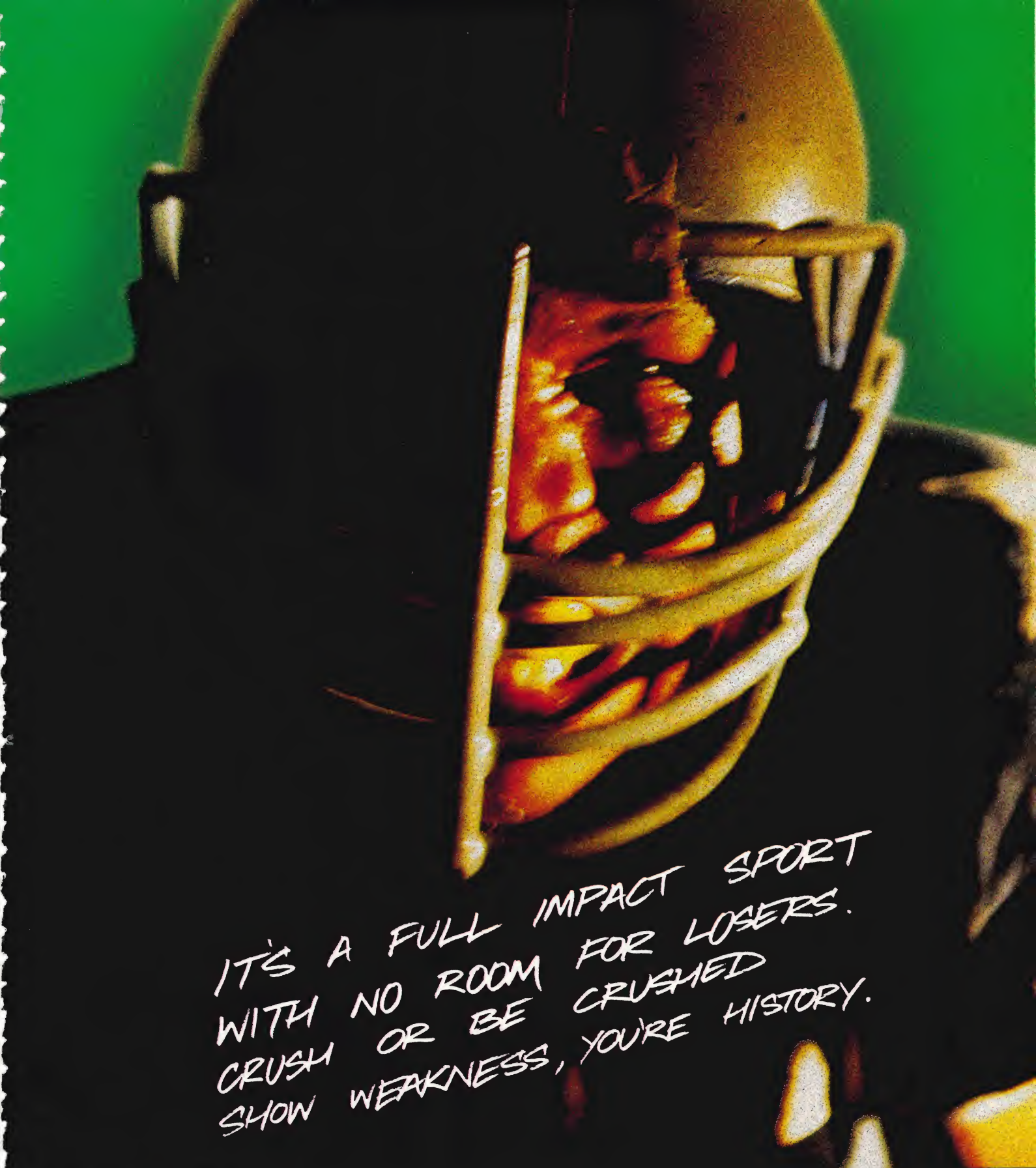
### Pro Baseball King 2 Imagineer/Gemki

Despite the game being heavily discounted across Japan, it must have sold well enough to warrant this sequel.

### Hashire Boku No Uma Culture Brain

This will be the first horse racing simulation for the N64. When translated to English, the title means "Run, My Horse!"





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## Japanese Release Dates

Here are the latest release dates for the N64, in Japan.

### September

- 5- JLeague Dynamite Soccer 64 (Imagineer)
- 18 - Jikkyou World Soccer 3 [ISS64] (Konami)
- 26 - Baku Bomberman (Hudson Soft)

### Fall '97

- TBA - Heiwa Pachinko World 64 (Shouei System)
- TBA - Hiryu No Ken Twin (Culture Brain)
- TBA - Kiratto Kaiketsu! 64 Tanteidan (Imagineer)
- TBA - Morita Shogi 64 (Seta)
- TBA - Pro Mahjong Kiwame 64 (Athena)
- TBA - Rev Limit (Seta)
- TBA - Sim City 2000 (Imagineer)
- TBA - Struggle Hard (Imagineer)

### October

- TBA - Hexen (Gamebank)
- 24 - JLeague Eleven Beat 1997 (Hudson Soft)
- 30 - Puyo Puyo Sun 64 (Compile)

### November

- TBA - 64 Oozumo (BottomUp)
- TBA - Chameleon Twist (Japan System Supply)
- TBA - Yoshi's Story (Nintendo)

### December

- TBA - Hashire Boku No Uma (Culture Brain)
- TBA - Hyper Olympic in Nagano (Konami)
- TBA - Sonic Wings Assault (Video System/Paradigm)
- TBA - Super Robot Spirits (Banpresto)
- 19 - Harukanaru Augusta: Masters '98 (T&E Soft)
- 25 - Top Gear Rally (Kemco)

### 4th Quarter '97

- TBA - Aero Gauge (ASCII)
- TBA - Dual Heroes (Hudson)
- TBA - Famista 64 (Namco)
- TBA - Kirby's Air Ride (Nintendo)
- TBA - Legend of Zelda 64 (Nintendo)
- TBA - Legion X (Hudson)
- TBA - Macross: Another Dimension (Tomy)



# Yoshi's Glory

**Y**oshi's Island is no more! Don't worry though, the project hasn't been canned, it's just been renamed. The game is now going to be called *Yoshi's Story* and as you can see from these brand new

screenshots, it is shaping up to be the biggie in Japan over Christmas. Forget 3D worlds – get into the 2D world of *Yoshi's Story* and you'll love it!

Fans of the original SNES game will be 'mad for it!' and be rather excited at the prospect of a 64-bit *Yoshi* adventure. More details as we get them.

▲ Ali got so excited about it all that his head exploded! (lie)



## Deep Blue?

▼ There's nothing funny about chess, especially when there are four big games on the go...

**O**kay, so you've just bought the most powerful piece of kit on the face of the planet, with some of the coolest games known to man, but there is still something missing. What can it be? Oh yes, a good old game of chess.

Yes that's right, Titus are releasing *Virtual Chess 64* which includes 2D, 3D and multi-player modes and even something called a '3D cartoon battle mode'. One of the screenshots here is for a four player mode(?). We can't imagine how this can possibly work.

Anyway the game will be released in the first quarter of 1998 in the US and probably never in the UK. Oh well...



## MDK 64?

**E**ven before the PlayStation version of Shiny's epic groundbreaking shoot-'em-up has hit the shelves, rumours abound that a new Nintendo 64 version is currently being worked on. *MDK* (Murder Death Kill) is set in the future and the game sees you having to rescue the Earth from the 'Stream-Riders' from Hell.

*MDK 64* would undoubtedly be very different to both the PC and PlayStation versions and should also include some rather splendid 64-bit visuals. Expect more news soon.





# Lamborghini 64 enters the home straight!



Okay, we featured this as a First Look a couple of issues ago, but since then we've had more information on the game and we just couldn't resist printing these new screenshots. Due to a poor reception at the E3, *Lamborghini 64* has been given an overhaul and judging by these shots, it was worth the trouble. It looks like the game will be running in the N64's high-res mode and the game mechanics have been tweaked a bit. We reckon that this may turn out to be one of the best racing games ever. Out soon – so expect a full review in the next couple of issues. (CB)



TBA - Magic Century Eltale (Imagineer)  
TBA - Tamagotchi 64 (Bandai/Nintendo)  
TBA - Toukon Road: Brave Spirits (Hudson Soft)  
TBA - Virtual Pro Wrestling: Ultra Battle Royale (Asmik)

## February 1998

TBA - Wayne Gretzky's 3D Hockey (Gamebank/Midway)

## March 1998

TBA - Mario Paint 64 (64DD) (Nintendo)  
TBA - Mother 3 (64DD) (Nintendo)  
TBA - Pocket Monster 64 (64DD) (Nintendo)  
TBA - Sim City 64 (64DD) (Nintendo)

## Spring '98

TBA - Jungle Emperor Leo (Nintendo)

## 1998

TBA - Banjo & Kazooie (Nintendo/Rare)  
TBA - FZero 64 (Nintendo)

## Australian Release Dates

The latest release dates for the N64 in Australia.

### August

24 - NBA Hangtime (Nintendo/Midway)

### September

TBA - Hexen (GT Interactive)  
TBA - Wayne Gretzky's 3D Hockey (Nintendo/Midway)  
12 - Star Fox 64: Lylat Wars w/ Rumble Pak (Nintendo)

### October

TBA - Doom 64 (GT Interactive/Midway)  
TBA - Goldeneye (Nintendo)  
TBA - Tetrisphere (Nintendo)  
TBA - War Gods (GT Interactive/Midway)

### November

TBA - Mischief Makers (Nintendo)  
TBA - MLB Featuring Ken Griffey Jr. (Nintendo)  
TBA - Robotron 64 (GT Interactive/Midway)

### December

TBA - Banjo & Kazooie (Nintendo)  
TBA - Duke Nukem 64 (GT Interactive)

## What's the Frequency Kenneth?

More *F-Zero* screenshots for you to slobber over, you lucky little rugrats, you. Just imagine it, a world where you get to drive a fast hover car, win loads of money and marry some hot 'chick'. Wow, what an amazing game that would be. Well, that's the world of *F-Zero* and it could be yours... soon. (CB)





TBA - MK Mythologies:  
SubZero  
(GT Interactive/Midway)  
TBA - Yoshi's Story (Nintendo)

#### 4th Quarter '97

TBA - Clay Fighter 63 1/3  
(Acclaim/Interplay)  
TBA - Dark Rift (Vic Tokai)  
TBA - ExtremeG (Acclaim)  
TBA - F1 Pole Position 64  
(Ubi Soft)  
TBA - Mace: The Dark Age  
(GT Interactive/Midway)  
TBA - Mission: Impossible  
(Ocean)  
TBA - MultiRacing  
Championship (Ocean)  
TBA - Rumble Pak Super  
Mario 64 (Nintendo)  
TBA - Rumble Pak Wave  
Race 64 (Nintendo)  
TBA - San Francisco RUSH  
(GT Interactive/Midway)  
TBA - Top Gear Rally  
(Kemco)  
TBA - Wayne Gretzky's 3D  
Hockey '98 (Midway)  
TBA - WCW vs. NWO: World  
Tour (THQ)

#### 1st Quarter '98

TBA - Body Harvest  
(Nintendo)  
TBA - Cruis'n World  
(Nintendo)  
TBA - Kirby's Air Ride  
(Nintendo)  
TBA - Quake 64  
(GT Interactive/Midway)

#### January '98

TBA - Conker's Quest (Rare)

#### June '98

TBA - Zelda 64 (Nintendo)


#### 1998

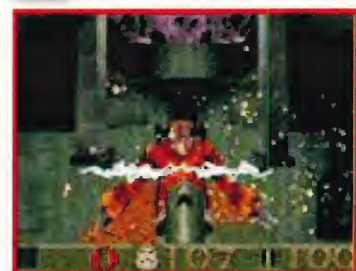
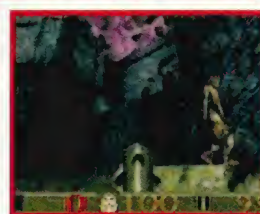
TBA - BuggieBoogie  
(Nintendo)  
TBA - Castlevania 64  
(Konami)  
TBA - FZero 64 (Nintendo)

#### Unknown

TBA - Attack! (GT Interactive)  
TBA - Bio Freaks  
(GT Interactive/Midway)  
TBA - Centipede X  
(GT Interactive/Midway)  
TBA - Mortal Kombat 4  
(GT Interactive/Midway)  
TBA - Mystical Ninja 64  
(Konami)  
TBA - Rebel Moon  
Revolution  
(GT Interactive)  
TBA - Robotech: Crystal  
Dreams (Gameltek)  
TBA - Unreal  
(GT Interactive)

## Quake Delay

According to sources within the industry, *Quake 64*'s US release date has been put back until the first quarter of '98. The reason for this is to include a much needed four player deathmatch option, without which the game would be at a serious disadvantage to its competitors – witness *Goldeneye* and *Duke Nukem 64* with their excellent multi player modes. Whether or not this delay will affect the UK release remains to be seen but here are some new N64 screenshots for you all to get very excited about. 




▲ Quake promises to be a dark and scary game so make sure you play it with the lights out!

## Dual Heroes

Details have emerged of Hudsonsoft's *Dual Heroes* that have suddenly made it look like a very promising title. One of the most interesting elements revealed so far is the 'Virtual Gamer' concept – the computer controlled enemies will have some fixed patterns but even if you fight the same character twice in a row, his method of fighting will be totally different.


Basically, the player will be able to choose from a selection of virtual opponents. The fighters will all be controlled by computer gamers who have their own techniques and their favourite fighters. The end effect of all this is supposed to make playing the computer AI more fun and challenging, and more like competing against a second player.

Graphically, there is still very little to show, and the two new characters still resemble highly stylised Mighty Morphin Power Rangers. Watch this space for more details. 



## Robotron 64 'dead in the water'

*Robotron 64* has been delayed once more, leading to allegations that the game may not ever see the light of day. The reason for this delay is one of quality – Midway simply feel that the game still needs improvement before it can hit the shelves. *Robotron 64* was announced almost a year ago by Midway Home Entertainment, but the company surprisingly did not debut it at the big Electronic Entertainment Expo (E3) this past June.

The developer, Player 1, showed the game at its own booth, but it's not usually a good sign when the publisher won't have the game appearing at its own stall. If the game does appear, then it will be in March or April 1998. 







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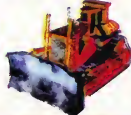


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A bumper First Looks this month featuring one of the most eagerly anticipated titles this year — Rare's *Banjo and Kazooie*. Plus, our best friend *Bomberman* makes a welcome return to Nintendo.



## BANJO & KAZOOIE

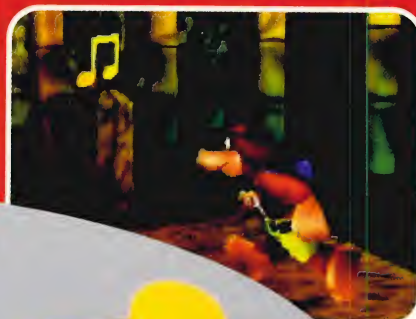
*Banjo & Kazooie*, the potential *Mario* beater, is now well into its development. Let's take a peek at just exactly what we can expect...



By now most of you will have heard at least something about Rare's answer to *Mario*, if not you had better take your head out of the sand and take a good look at what could be one of the biggest games of next year.

*Banjo & Kazooie* features two all new characters: Banjo (who is a bear) and Kazooie (who is a parrot of some kind), who both work together in this new platform game — which at first glance seems to borrow more than a few ideas from our Italian chum.

Kazooie, the parrot type thing, sits in Banjo's backpack and together they can perform various different moves and attacks. The obvious jumping attack is present as usual, but other moves — none of which have been seen before — include Kazooie's beak attack and an extra long super jump which incorporates Kazooie's wings. Another new feature involves







▲ Banjo and his pal will need every one of their special moves to get past bad guys like this!

▼ Just look at it! The detail in the graphics goes beyond anything *Mario 64* had to offer

▼ You primarily have control over Banjo the bear. He keeps Kazooie safe in his backpack



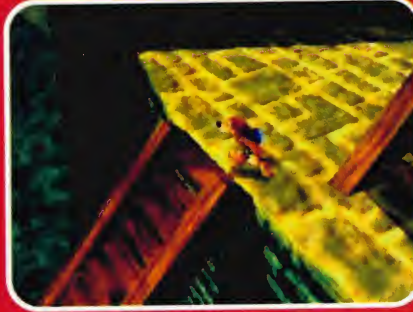
the pair being transformed into other creatures: for example, one level sees the duo morphing into an ant, a tiny form which makes previously inaccessible areas available for exploration. This key feature adds a problem solving element to the proceedings, and should help to set *Banjo & Kazooie*



*Kazooie* further apart from comparisons with *Mario 64*.

The biggest asset in *Banjo & Kazooie* though, must surely be the incredible backgrounds, which feature extremely detailed textures and are far more impressive than anything seen in *Mario*. This alone is bound to be a big selling point when *B&K* finally hits the shelves, sometime next year, and hopefully the gameplay will be up to scratch too – it would be unlike Rare to disappoint.

Unfortunately *Banjo & Kazooie* has been put back a couple of months due to another surprise game release from Rare – *Diddy Kong's Racing*. Funnily enough though, Banjo will be making a cameo appearance in this game too! This is one bear who we think is going to go far! **64**



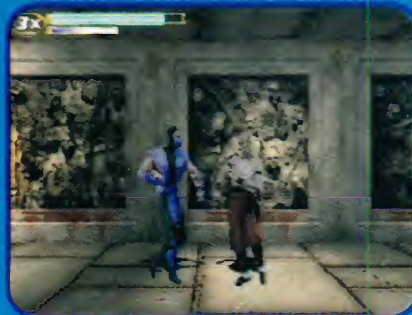
▼ Strong character design is becoming a hallmark of Rare's games

**Banjo & Kazooie's incredible backgrounds are far more impressive than anything seen in Mario 64**





# MK MYTHOLOGIES: SUB ZERO



**Sub Zero, arguably the most popular character in the *Mortal Kombat* series, has split from the rest of the pack. Can this popular beat-'em-up character survive on his own merits?**

**M**K *Mythologies* sees Sub Zero, that most popular of hard-men from the *Mortal Kombat* series, strike out on his own. The interesting result is not quite what you might be expecting – instead of the usual one-on-one beat-'em-up, Sub Zero has moved gameplay on a step further and now stars in his first very own scrolling beat-'em-up. With the same familiar digitised characters and backgrounds, this new title looks as though it could be shaping up to be a bit special.

The story goes something a little like this: the god of thunder, otherwise known as Raiden, has hidden an amulet deep in the mountains of China so that its great powers cannot be used by others. Scorpion, Sub Zero's arch enemy, has found out the location of the amulet and now he plans to retrieve the amulet, wreak havoc on Sub Zero and take the rest of the world with him. Thus it is up to you, as Sub Zero, to put a stop to Scorpion's evil plans – it all seems a bit far fetched if you ask me, but still, what's a game

without an over elaborate plot?

Fans of Sub Zero's special moves certainly need not be disappointed, as *MK Mythologies* includes all of his original moves and combo's – the game might even add a few more in, just for good measure.

Unusually though, you will have to earn these attacks, with skillful play being rewarded by bonus special moves. This feature sounds fairly original and hopefully the creators of *MK Mythologies* will add more ideas like this to inject variety and

even more innovation into the final game. Rest assured, you lucky readers will be the first to find out, just as soon as we get our hands on a copy *Mortal Kombat's* latest spin off. **64**





# BOMBERMAN 64

With so many games making use of the Four joypad ports on the N64, can *Bomberman* still hang on to his multiplayer crown?



Our little friend, *Bomberman*, is due to make his debut on the Nintendo 64 in the next couple of months, so the TOTAL 64 crew have decided to investigate this little gem a bit more thoroughly.

*Bomberman* on the big black 64 bit machine will appear very different than the classic gaming hero, as the cute little guy now appears in full 3D. At the moment it is very difficult to speculate how *Bomberman* will make this jump to 3D, as we've always known him as a tiny 2D character. However, Hudsonsoft, inventors of the *Bomberman* series, will no doubt have a few neat tricks and surprises up their sleeves, and are unlikely to



release their most popular character into a game that doesn't suit him.

The original *Bomberman* is widely regarded as one of the best multiplayer games in existence, so it will certainly be received with open arms on the Nintendo 64 – the home of some of the best multiplayer games so far.

You can expect *Bomberman* to have learnt many great new moves and attacks since his last appearance on a Nintendo console, and I'm sure you'll see him pulling off some specifically 3D moves which would previously have been totally impossible to perform.

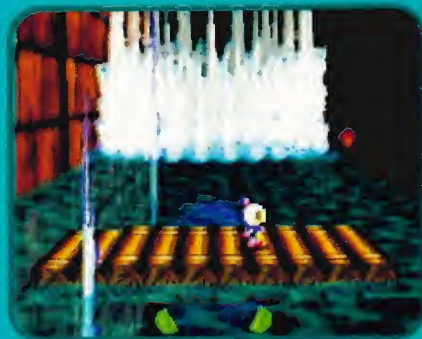
In the one player mode on earlier editions of *Bomberman* some of the bosses featured were quite unique and very difficult to beat with only a little firepower. Imagine some of those nasty bosses in glorious 3D and you'll have a good idea of what to expect from *Bomberman 64*.

As further good news, Hudsonsoft have also announced that a multitap facility may become available, allowing up to eight (and possibly even a ridiculous ten) players to participate at any one time.

Stay tuned for more details, and possibly even a review of the title, in the next month or two. 64



▲ In the one player story mode you will be expected to solve many brain teasing puzzles



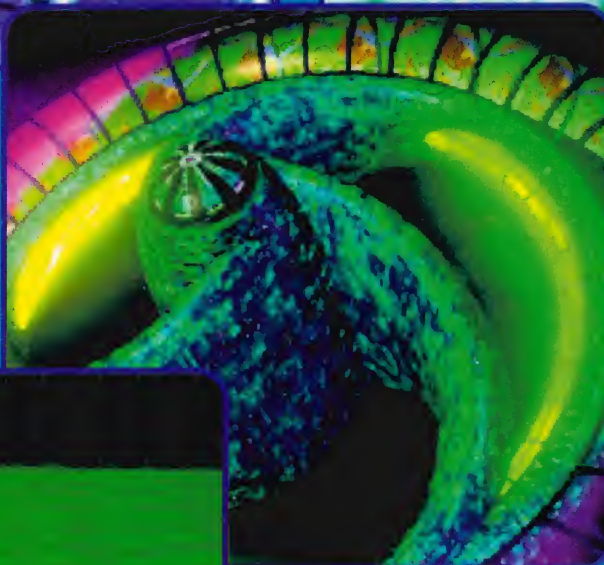


# SILICON VALLEY

Welcome to the *Silicon Valley* where robot animals dwell... Whether you want a lion on wheels or a llama wielding a chainsaw, this is the right place for the latest dose of weird, quirky N64 fun.



**I**n *Silicon Valley* players will take control of a small robot, who's been sent off to a space station that had previously been home to a crew of Nanobots. Nanobots are robots in the form of animals, and were created as an experiment in artificial evolution. These Nanobots could in fact pass down their personal knowledge and habits to future



drive lions, armour piercing turtles and some of the weirdest things you can imagine. And we mean really weird. The object of the game is to learn to cope with each new environment, such as the Arctic, desert and underwater. To do this your character must learn the characteristics of each Nanobot to survive – after all, the Nanobots have generations of experience! If your robot can then defeat one of these bizarre creatures, it will be able to keep that creature's super powers.

DMA, the creators of *Silicon Valley*, have been working on this title for absolute eons and it seems that they are trying to incorporate many different styles of play – hopefully for them and for us this bold move will pay off.

It would appear that this promising game defies definition: is it an adventure game, is it a strategy game or is it a driving game? We think only time will tell. Sadly we'll have to wait a while to find out though – *Silicon Valley* isn't due for release until early next year, but expect it to be something a bit special by the time it does eventually arrive. **64**

robot generations. Due to this incredible phenomenon, the creatures evolved into many different forms, which kept on changing as time moved on... The game will feature over 40 of these monstrosities, including foxes with rockets, four wheel





# CHAMELEON TWIST

Have you ever wondered what it would be like to be a wonky eyed chameleon, scampering around and eating flies with a sticky tongue? No, neither have we!



**T**his is certainly a rather unusual one. In fact it must surely go down as one of the weirdest game characters of all time. Yes, you get to play the part of a chameleon, which is not that unusual you might think... What is unusual, however, is the chameleon's form of attack – an exceedingly long tongue. The chameleon's tongue can be used in three different ways; in the main attack mode the character will whip out its sticky tongue and lasso opponents with it. This can either crush them dead, or even suck the enemies in and then spit them out at other foes.

For his second attack the chameleon can straighten out his tongue and bash the enemies with it and this can also be used to vault across from platform to platform. The third use sees the character flicking his big tongue out and grabbing nearby

poles: the chameleon can then pull himself over to the poles to reach new areas.

Once again this looks very similar to *Mario 64* in terms of graphical style, but no one could possibly say that *Chameleon Twist* hasn't tried to be different with this unique attack mode.

The final game will feature the usual story mode, in which your character will attempt to complete each level. Perhaps more interesting is the four player split screen battle mode – quite what this will entail is a mystery, but as we all know, multiplayer games can often be the most fun.

*Chameleon Twist* certainly seems to be coming along quite nicely and when it's released will definitely be an interesting title – if nothing else. If all goes to plan *Chameleon Twist* is due for a November release in Japan, with *TOTAL 64* giving the lowdown as soon as possible after this date. You'd better start licking your lips in anticipation... **64**



▼ The Chameleon eats his enemies and then spits them out. How gross!



▲ Just look at those scary mosquitoes, if they catch up with you, they'll suck you dry...



# Extre

The Future: man has turned his home planet into an uninhabitable wasteland. The environment has become so polluted that no life can exist there. So what does he do? Builds a new home in space and turns the Earth into one massive race track. Welcome to the world of *Extreme G*.





# me G



Ask any PlayStation owner what their favourite racing game is and nine out of ten of them would answer 'Wipeout 2097!' I have to admit it, *Wipeout* was one of the best reasons to buy Sony's grey box: the fast, adrenaline pumping action was only matched by the game's inspired soundtrack. This combination led to a fantastically addictive racing game, which is so far second to none.

Okay, so it was not exactly original, all you SNES owners out there will most probably remember the excellent *F-Zero* from the early days of SNES gaming and *Wipeout* was very similar to it in many respects. The speed boosts on the track, the weapon power ups – we had seen it all before. But *Wipeout* took it onto another level, a level of sheer graphical brilliance never before witnessed in a racing game. The race tracks twisted and

turned at a frightening rate, your craft rocketed up and down huge hills, through narrow tunnels lit by neon lighting and jumped huge chasms. Sounds exciting? Well you should be excited because the N64 is just about to get its very own 'future racer' and we reckon it's going to be better than *Wipeout*!

*Extreme G* is set in a distant future, where man no longer lives on the Earth due to some sort of pollution disaster. Luckily for us all, mankind foresaw this catastrophe and so built himself a nice little satellite planet in outer space. He left the Earth just in the nick of time and colonised the satellite. But there was nothing to do in his new home, so to entertain himself man next invented the *Extreme G* tournament: a combination of virtual reality, remote control bikes and real-time racing. Thus the Earth still existed, devoid of all life, and man saw this as an ideal location for the new sport. And so the *Extreme G* tournament began...

The action takes place over four 'worlds', each containing three courses. But the tracks are no ordinary affairs; with the storyline as it is, the designers have been allowed to run riot with their imaginations and come up with some of the most

dynamic race tracks yet seen in a video game. Imagine the fastest rollercoaster that you can, then multiply the speed by ten and you would have some idea of the sheer speed and direction that the courses take. The tracks twist and turn, corkscrew and even loop the loop, all at breakneck speed. How fast are we talking about? Well, it even beats *Wipeout* in that department.

Not only that, but there is a marked graphical improvement over *Wipeout* too (as you would probably expect from an N64 game). The tracks go off for miles into the distance, before eventually being swallowed up in a toxic fog. This gives you plenty of time to prepare yourself for the oncoming onslaught of twists and turns.

It has to be said that the excessive speed in this title can work against you, especially if you manage to pick up one



▲ The first course sees you race through a desert that was once the home of an ancient tribe. Here your bike rushes on through the mouth of a gigantic stone idol. Expect to pick up many power ups inside the winding tunnels up ahead





▲ The night time scenes are very impressive to look at



▲ Look at the array of special effects that the N64 is capable of



of the Flame Exhaust power ups and use it in one of the particularly twisty sections. Put it this way – you'll soon be crashing into the walls!

The tracks range from mine shafts to abandoned water pipes and graffiti stricken cityscapes. Several of the dozen tracks include underwater passages,

areas that are showered with sparks, and pools of lava, all supposedly highlighting the Nintendo 64's hardware capabilities. Courses are also laden with obstacles like broken bridges, falling boulders, sandstorms and lava, among others.

The vehicles that you race in are, in fact, bikes and not some sort of hover car that you might expect from this type of game. There are six bikes on offer (to begin with) and each is equipped with one of three possible fixed weapons: Laser Cannon, Excel Cannon and Pulse Cannon. All of the bikes have varying attributes: some bikes are fast but low on armour while others will have good acceleration but poor handling. The idea is that there are some bikes which are more suited to some of the courses than others, and vice versa.

The computer controlled bikes have extremely good AI and will battle you rather than just try to get past. They are also very accurate when it comes to firing rockets straight at you. Ooh, you little...

You can choose from a massive eight different viewpoints for your racer, the most hair-raising of these being the lowest ones. The camera is completely independent of the bike and changes dramatically when you speed up or drive down a huge drop.

One of the greatest things about *Wipeout* was the game's soundtrack and although the N64 cannot claim to be able to match the PlayStation in terms of musical capabilities, Acclaim seem to be going to great lengths to get it right. Rather than go for the obvious

## Power Up

To help (and hinder) you on your quest for biking domination, there are power ups all over the track. To pick up a weapon just drive right through its icon – just like in *Mario Kart*. Some power ups have their drawbacks as well: for example, heavy weapons will slow you down. Here's a run-down of what's going to be on offer...



Flame Exhaust



Homing Missiles



Invincibility



Invulnerability



Ion Side Cannons



Laser Limpet Mine



Morning Star



Mortar Rocket



Multi Needle Missiles



Phosphor Flare



Power Shield



Proximity Mine



Rear Firing Rockets



Shield Recharge



Standard Rocket



Static Pulse



Tractor Beam



Wally Warp

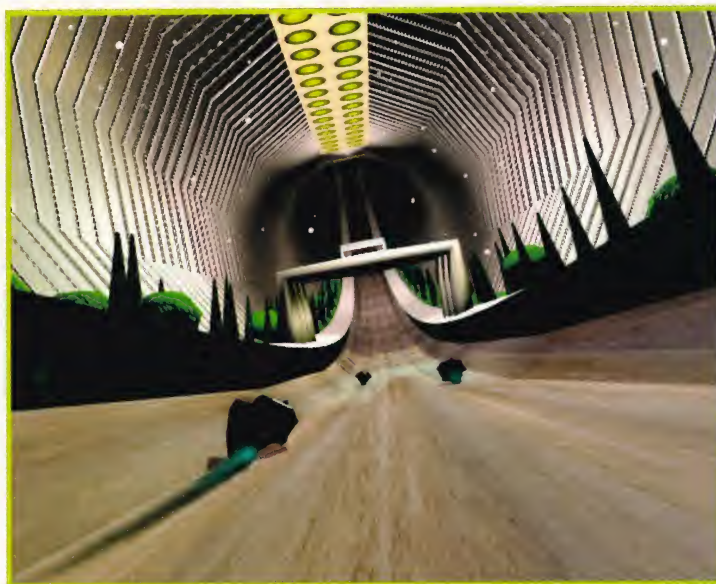




techno soundtrack, it now looks like the music for *Extreme G* will take a quite different form – possibly hip hop or even classical, but no concrete decision has been made yet.

One thing to look forward to is the wide range of options. In one player you can choose all of the traditional options such as Tournament and Time Trials, but there is also something else called 'Shoot-'em-up'. Here the other racers have all been replaced by drones and you have to try and destroy as many of these as you can in three laps using your fixed weapon and the power ups you collect on the way.

Possibly the best feature in *Extreme G* is the multiplayer option. You can choose from Head to Head racing, Cup, Battle Mode, Flag Game and also a two player tournament. This makes the game



as good as – if not better than – *Mario Kart 64*, especially on the four player battle track, where the object of the game is to blow your opponents off the track with the various power ups on offer.

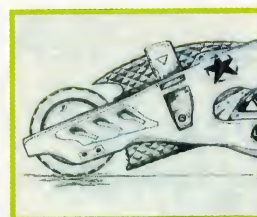
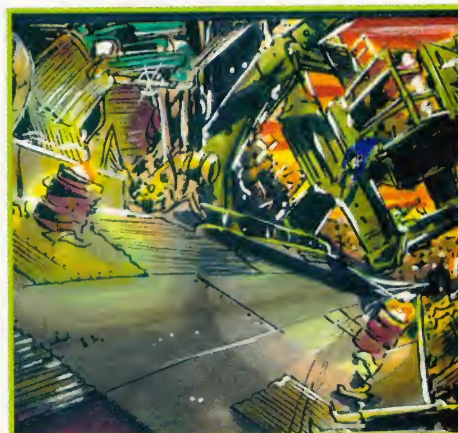
*Extreme G* is getting very close to completion, with its release date set for November for both the US and European versions. But so far there are still a few things which need to be sorted out. The four player mode is not quite up to speed yet and to remedy this it looks like the programmers will have to cut down on the sounds used and restrict



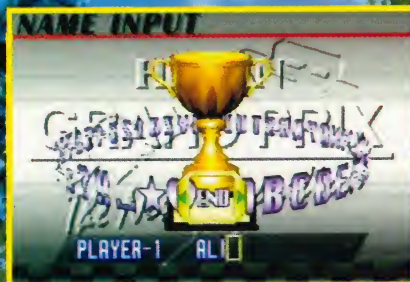
the view available to each of the players on this mode. Apart from these hitches, *Extreme G* is looking like it might be a bit special and the TOTAL 64 crew are already getting over excited about the prospect of four player madness.

However, *Extreme G* has not got the 'futuristic racer' market to itself, with *F-Zero 64* just around the corner (so to speak) – it is looking at some pretty stiff competition from the Big N.

It is ironic that the game that first inspired *Extreme G* – *Wipeout* on the PlayStation – was itself inspired by the original *F-Zero* on the SNES. We'll just have to wait and see which will turn out to be the better game, but for now you can be sure that *Extreme G* is very high on our most wanted list of N64 games this Christmas. Look out for our full review next issue.

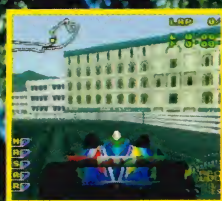






# F1 Pole P

*Human Grand Prix* wasn't one of the best F1 games we've played, but a new name and a few tweaks for its western release could turn the tide.



I remember the days back when *Pole Position* first appeared in the arcade, featuring state of the art blocky graphics and amazing beeps for sound. It also featured a stunning scrolling background which made you believe you were really there. Well, almost. It was the centre of attention in arcades up and down the country, as it was like nothing we'd ever seen before. Atari were the culprits for the original game and, all joking aside, it was a huge success.

What attracted most players to this arcade machine was the fact that it was one of the first games to include a sit down cabinet, which was particularly useful to rest your legs in when you'd run out of money. The popularity of







# osition 64



this game may have been the trigger to what is now easily one of the most common game styles around, spawning hundreds of arcade and home racing games. If this game was compared to some of today's racers it would be well and truly sniggered and jeered at, but the cold truth is that without it we may never have witnessed the mind blowing driving games that are now available.

All of this, however, has nothing to do with *F1 Pole Position*, but I just got

a bit nostalgic at the mention of that old name. However, it has everything to do with racing at breakneck speed around sixteen of the toughest tracks known to man. Surely such craziness is only for complete and utter maniacs, who risk life and limb in the fastest sport known to man, but that's what makes it so good, isn't it? The best thing of all though is that you can do it all from the safety of your armchair, so climb into the cockpit and prepare yourself to race up against all the other world class drivers. 3...2...1 Go! Go! Go!

## Prepare to qualify

Since the distinctly average Japanese version it seems that *F1 Pole Position* is having a bit of makeover. Whether this is all due to a poor response from the

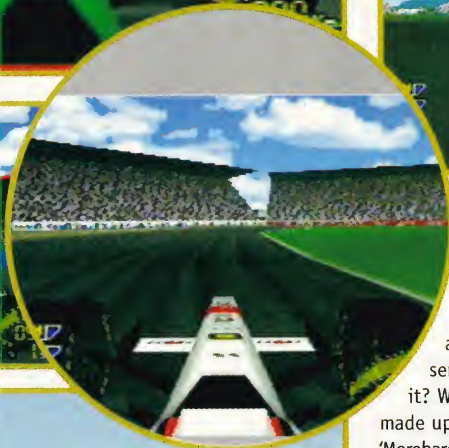
public is a bit of a mystery, but it can only be good news for those of us who happen to live outside of Japan.

Hopefully, if our luck is in, the new version will pick up on the downfalls of the original, such as the pop-up and the dodgy corners. The Nintendo 64 has still not made its mark in the racing game arena, and a first class driving game is desperately needed. A really good driving game can sell a console merely on its own merits – look at *Sega Rally* on the Saturn for instance.

Anyway, let's take a look at what we can expect from this update: First of all, the main thing that hits you is that *F1 Pole Position* now features full F1 licensing, which would have been a vast







improvement in itself. Now we will no longer have to put up with silly names such as H. Dill and S. Moomacker, as we can have the real thing – how are you expected to take a game seriously with names like those in it? We can also say goodbye to the made up advertising hoardings such as 'Morobare', 'Shed Blood' and 'Conan' which will hopefully give *F1 Pole Position* a more realistic edge.

These two new features will add to the realism and will hopefully create a far more serious racing game, that is bound to be appreciated by fans of the sport. With any luck this serious streak might reflect in the gameplay: *Human Grand Prix* had more of an arcade feel, which was fun for a while but didn't do itself any favours at all in the lastability department. *Formula 1* on the PlayStation included the option to choose between arcade style or simulation style, and while most people enjoyed the arcade mode it was the simulation mode which kept them coming back for more.

Ubi Soft, who are handling the game conversion, will also make every effort

to ensure that the graphics are much improved over the original – which we all know had terrible pop-up – and also that the frame rate is a lot higher. The collision detection in the original was also fairly shoddy, but the programmers noticed this and agreed that this area needed a little attention too. By making the walls low and keeping the tracks fairly simple, Ubi Soft hope to overcome the slow down that can mar some racing games. The creators of the game also boast that the tracks have been recreated from videotape footage of the real thing, which should create a very realistic experience.

There will be three modes of play in *F1 Pole Position*: these include World Grand Prix mode, Battle mode and the Time Attack mode. The World Grand Prix is an obvious one – challenge all 22 of the other racers on every track of the championship. The first six players in each race receives points which reflect their final position, the overall winner is the driver with the most points after all 16 tracks have been raced.

The second option, Battle mode, is slightly different in the fact that you get to choose who your opponents are, as few or as many as you wish. This means that you can challenge any driver in a one on one race to the finish, over a single lap or anything up to ten laps. Weather conditions can also be changed in this mode, which can be a bonus if you're say, particularly good at driving in the rain.

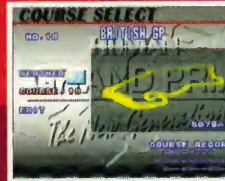
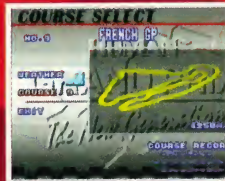
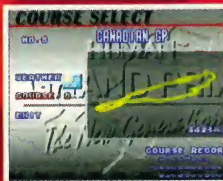
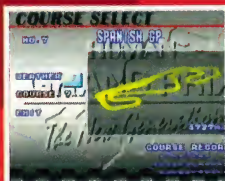
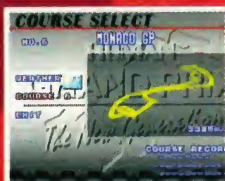
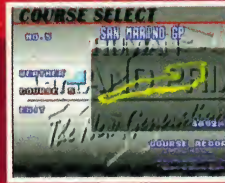
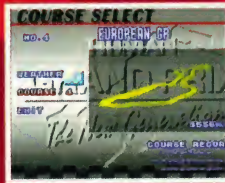
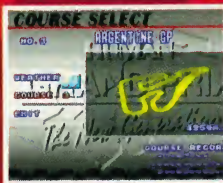
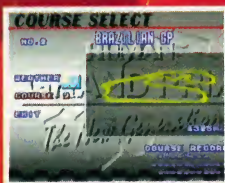
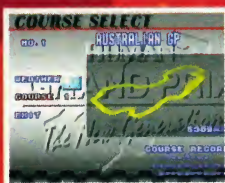
The final mode is time attack, and for those of you out there who are speed





## A dream come true!

F1 Pole Position gives you the opportunity to race on all 16 of the tracks featured in the Grand Prix, each one has been recreated from the real thing.



demons, this option should be a clear favourite. Basically it just your usual 'race around the track in the fastest time possible' scenario.

Another nice feature in *F1* is that all of the cars will be fully customisable – everything from tyres, steering, the fuel consumption and even the extent of work which is done in the pits can be changed. For the true F1 fan this is a dream come true and obsessives of the sport can spend hours, tinkering away trying to find that ultimate car that can give the best performance. Novices will be best advised to go for the normal set

up, so as not to hinder their chances, while budding car mechanics won't be satisfied with the easy option.

### The home straight

One of the most annoying things about the original *Human Grand Prix* was the terrible commentary. The commentator only had about ten different phrases and the actual situation you were in at the time was rarely, if ever, reflected in the comment. For example, whilst you pelted down the home straight at full speed the commentator would suddenly pipe up and say 'You're slowing down!' – which was totally unfitting for that point in the game.

Another minor niggle was that the commentator's voice was very muffled and at times it sounded like a good hard blow of his nose wouldn't go amiss... What *F1 Pole Position* really needs is a good commentary: Murray Walker himself did the voice over on the PlayStation game, *Formula 1*, and it was an excellent atmosphere builder. If only UbiSoft can add a commentary of this quality, I'm sure it would be the icing on the cake.

*F1 Pole Position* will be released in the US in October and in Europe some time during October. With the game's programmers adding the final touches at the moment, this could turn out to be a bit special by the time it's released. At the moment this is one of the areas that the PlayStation still reigns supreme – hopefully within the next couple of months this will all turn around as *F1 Pole Position* is finally unleashed in all its tuned up, freshly polished glory to the eagerly waiting public. The full Total 64 review should be coming very soon – check it out. 64



▲ Schumacher watches in horror as Villeneuve screeches past him and off into the lead – what will his mum say when he goes home for tea tonight?







# Mace: Th

Wow! At last, a beat-'em-up which might just be able to compete with the excellent Fighting games on a certain other console — which we won't mention!



Yes, yes, I know we covered this one in our First Looks last month, but since then we've managed to get our grubby little hands on an early version of this promising beat-'em-up. This is the one all of us in the TOTAL 64 office have been looking forward to — a beat-'em-up that at last might compare to other fighting games seen on lesser consoles.

The Nintendo 64 is desperate for a decent beat-'em-up and so far all but one has been very poor. *Dark Rift* was the only exception to the rule and even though this was a good effort, it still wasn't up to the required standard. Fortunately it looks like things are finally turning around, due to the arrival of *Mace: The Dark Age*.

First impressions of *Mace* are very favourable indeed, and although we have only played an unfinished version, all the characters in the game are selectable, apart from the boss. There are fourteen fighters in the game and, as far as we can

work out, only one big boss. These include the usual weaker characters who have very fast attacks, and the very strong characters who are about as fast as a snail stuck in glue. The fighters are all brilliantly drawn and move quite convincingly, which adds a lot to the overall game — all the characters move and play differently from one another. There are three female characters — all of which are very agile and can string together a number of fast combos. Out of the male characters, five are huge, which means their







# e Dark Age



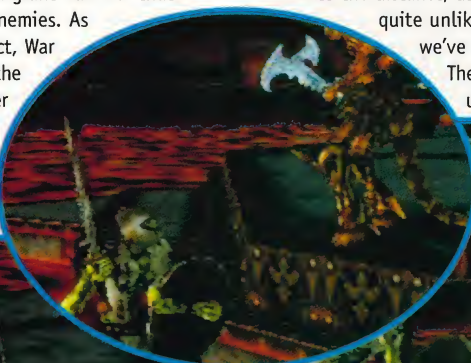
speed suffers considerably and combos aren't as easy to pull off. The remaining characters are average sized and are probably the wisest choice for a beginner.

## Let the battle commence!

Each character has a weapon at their disposal, which causes a big trace of

colour when used – similar to the effect seen in *Soul Blade* on the PlayStation. This effect looks particularly good when a combo is used, as there is a mass of light shining out from your weapon. The majority of weapons are all just various types of sword, yet some of the game's characters are a bit more adventurous and use something a bit more original. The most interesting of all though has to be War Mech, who sits in his giant mechanical suit (which seems to be made up entirely from barrels) and also comes equipped with a giant hammer that can crush his enemies. As you might expect, War Mech is by far the strongest fighter simply due to the sheer size and weight of his frame.

Midway have certainly come up with some interesting new ideas for their new fighting game but the most noticeable feature of *Mace* has to be the amazing backgrounds. The amount of work and detail that has gone into this area is phenomenal. These backgrounds include a castle battleground, a palace of some kind, a church area complete with an altar and lots more, with the possibility of further additions before *Mace's* final release. Some of the backgrounds are huge and seem to stretch for a long way into the distance, all of them are quite unlike anything we've seen before. They even make use of things





# Meet the Bad Guys!



Al Rashid



Damira



Dregan



Executioner



Hell Knight



Ichiro



Koyasha



Deimos



Mordos



Ragdar



Takeshi



Paria



War Mech



Xiao Long



as steps, jetties and platforms, which affect the player's height, giving them a slight advantage in battle.

One of the greatest things about the backgrounds is that because of their size, players aren't always placed in the same position at the start of a bout – giving the feeling that there are more backgrounds than there actually are. In addition certain stages have items such as pots, altars and urns placed in various spots – these can all be picked up and viciously thrown at your opponent, with devastating effect.

During the game, if these obstacles or part of the background are obscuring your view, the object in question will

become transparent, enabling the player to still see what's going on.

Another bonus is that several of the stages feature water. Harmless enough you might think, but if your character takes a quick plunge into this water their energy will decrease dramatically.

The water isn't the only part of the background that can have a debilitating effect; spikes, acid and pits are also scattered around some areas. Take the executioner's stage for example – this features a torture room with revolving spikes and swinging blades: walk into one of these and expect to be severely punished. I'm sure that some of these obstacles may be used in end of stage fatalities, as we first saw in the *Mortal Kombat* series.

While we're still on the subject of fatalities and *Mortal Kombat*, it's also worth mentioning that each of *Mace*'s characters in the full version will have a special move to perform at the end of the stage to finish off the opposition. Unfortunately we can't comment on any of these moves yet... because no one in the office has managed to pull off a single one of the fatalities. Not even by accident.

Graphically *Mace* must surely contend for the best looking beat-'em-up on a



▲ Ginger beards are not my idea of perfect







home console: the work that's gone into the make up of the characters and the big backgrounds is obvious. Midway, the developers of the game, must have spent a long time working on the appearance of the game, and as a result they have achieved some stunning effects.

## The war has begun!

Now everybody knows that when any fighting game is released nowadays, they are more than likely to be compared to either *Tekken 2* or *Virtua Fighter 3*. This may seem unfair, but the fact of the matter is that these two games are still landmark titles and it is very difficult not to judge any newcomers against such classics. When the full version of *Mace* arrives it will also face this challenge – and it might just turn a few heads

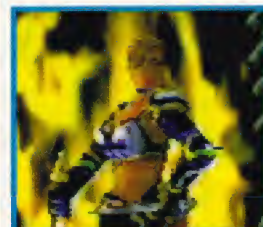
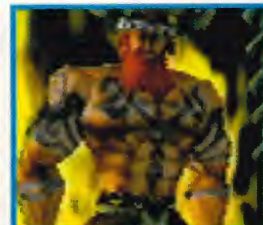
and raise a few eyebrows in the process of making the grade.

Beat-'em-ups are really ten a penny at the moment, so to stand out from the crowd a fighting game needs to have a vital secret ingredient. To this day nobody seems to have found the sure-fire way of making a classic time after time.

It seems that Midway have taken all the bits from the two classics mentioned above and added a little bit of their own trickery to give *Mace* its own, slightly different twist from the norm – and with any luck their adventurous approach will pay off.



At the present time, all that *Mace* has to compete with on the Nintendo 64 is a very poor *Mortal Kombat* effort, a pretty average *Killer Instinct Gold*, the average *War Gods* and the fairly good *Dark Rift*, which on the whole are a poor crop at best. It is the one area where

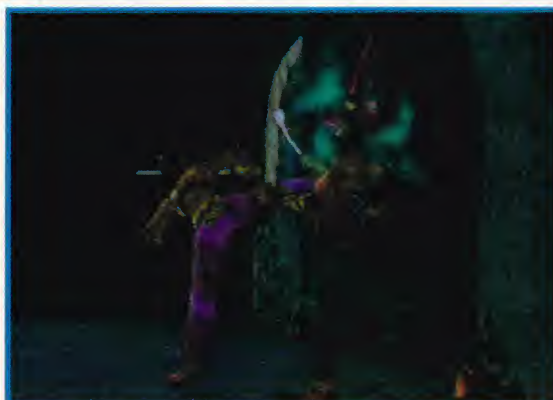
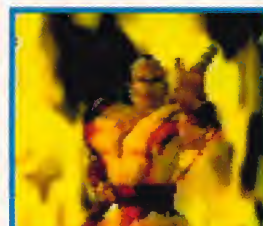
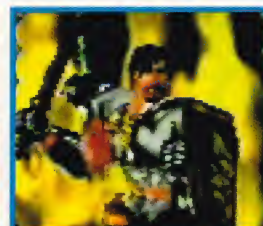
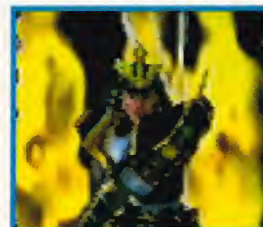
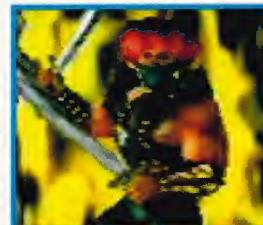


▲ 'I am Lorax, Prince of elves! Demons begone from this land. Ha, ha, ha, ha!'

Nintendo's catalogue of games is really lacking. All Nintendo gamers really need a decent beat-'em-up for their machines – it's a well known fact that fighting games sell consoles, so let's hope the tide is finally turning.

*Mace: The Dark Age* is coming along leaps and bounds, and all of us here at TOTAL 64 are eagerly anticipating the full and final version of this rather superb looking beat-'em-up. Even at this stage it looks as if *Mace* could put all of the previous N64 fighting games to shame. With the developers now adding on the finishing touches as I write, let's hope they can add a ray of sunshine to this badly lacking area of Nintendo gaming.

Either way, all will be revealed over the next few months, when we should have a finished version, which you can be sure will be put through vigorous TOTAL 64 testing treatment. (CJ)





# Total 64- The Truth

Unfortunately, every so often a game arrives that isn't worthy of attention. When these sad days come you can count on **TOTAL 64** to give an honest opinion. Hopefully we can steer you away from a purchase you might regret and guide you in the right direction.

All of us here at **TOTAL 64** have got varying opinions, this is why we include additional comments from other reviewers. These can help you when you're thinking of shelling out on an expensive game, as one of us may have similar tastes to your own. However, when a particularly outstanding game arrives in the office our opinions are normally very similar.

## Picks of the Bunch

Big changes this month as *Goldeneye* sweeps the board – the **TOTAL 64** crew have gone James Bond crazy. Several other new games make their debut as some of the classics get pushed out of the top five. You may have also noticed the disappearance of Miles' and James' chart to make way for new boy Alistair's top games.

Straight in at number one this month is...



**Chris  
'Smooth'  
Marke**

(N) 1. *Goldeneye*  
(-) 2. *ISS Soccer*  
(2) 3. *Mario Kart 64*  
(-) 4. *Doom 64*  
(-) 5. *Dark Rift*  
**Sweat:**  
*Cruis'n USA*



**Justin  
'007'  
Calvert**

(N) 1. *Goldeneye*  
(-) 2. *ISS Soccer 64*  
(2) 3. *Mario Kart 64*  
(3) 4. *Wave Race 64*  
(N) 5. *Tetrisphere*  
**Why?:**  
*NBA Hangtime*



**Nick  
'Body Shop'  
Jones**

(N) 1. *Goldeneye*  
(N) 2. *Tetrisphere*  
(N) 3. *Ganbare Goemon*  
(1) 4. *ISS Soccer*  
(-) 5. *Multi Racing Championship*  
**Damp:**  
*War Gods*



**Ali  
'Japanese  
Things' Felton**

(N) 1. *Goldeneye*  
(N) 2. *Ganbare Goemon*  
(N) 3. *Tetrisphere*  
(N) 4. *ISS Soccer*  
(N) 5. *Yuke! Yuke! Troublemakers*  
**Moth:**  
*NBA Hangtime*



**Ant  
'Ironhead Rat'  
Grace**

(N) 1. *Goldeneye*  
(-) 2. *ISS Soccer*  
(N) 3. *Ganbare Goemon*  
(-) 4. *Multi Racing Championship*  
(4) 5. *Dark Rift*  
**Rie-yah!**  
*Cruis'n USA*

## 91-100%

These are the cream of the crop – any N64

owner that doesn't own at least one of these titles doesn't yet realise the power of their own console! Sometime in the near future, games as good as this will receive a special **TOTAL 64** award – your guarantee of excellence!

## 81-90%

Now we're getting somewhere! These games are the reason you bought your N64 – they're

playable, they look good and you're not going to be bored of them in a few weeks. The only reason these won't have scored higher will be because there's another similar game that we prefer, or because the game just lacks that special something that separates an extremely good game from the games that no N64 owner should be without

## 71-80%

Bit of a 'sitting on the fence' score to be honest. It's likely that games in this category

will have had us all thrashing out our opinions in a heated discussion. Differences of opinion in the team are good for our reviews, but are going to mean that some of you will like it, some of you won't

## 61-70%

A game falling into this category is probably best avoided. The game might have

some redeeming features – or one of the reviewers may really like it – but for the most part these games are going to be an acquired taste at best. A definite game to 'try before you buy'

## 41-60%

We've had a couple of games fall into this category, which hopefully none of you will

have been foolish enough to buy. These games might look nice on the box, but will have you considering suicide half an hour after you part with your hard earned cash to get them. If you really like the look of them then check out our second opinions, but it's most likely that we'll have agreed on a score this bad

## 21-40%

These games however, might make it into the shops at some point. None of the games we've

reviewed yet have been bad enough to receive this low a score, which when you consider *St Andrews Golf* and *Cruis'n USA*, should make you realise just how bad a game needs to be to fall into this category

## 0-20%

If a game this bad is ever released then questions will definitely need to be asked about Nintendo's

quality control. To be honest you're unlikely to EVER see a game getting a percentage this low, although some games might slip into this category after a couple of months gathering dust in our cupboard

## NEW!

The new **TOTAL 64** award will be given to those games that have surpassed our expectations. These select few games will have to amass a score of 95% or better to achieve such an accolade.

QUALITY CONTROL  
**64**  
SURPASSED





GOLDENEYE 007

TOP SECRET



**This File has been marked 'Eyes Only'. Inside you will find information on a matter that threatens National Security. A videogame is threatening world domination. The game is *Goldeneye* and you are James Bond, 007, licensed to kill...**





# Goldene



Valentin: Good evening, Mr. Bond.  
These are strange times...

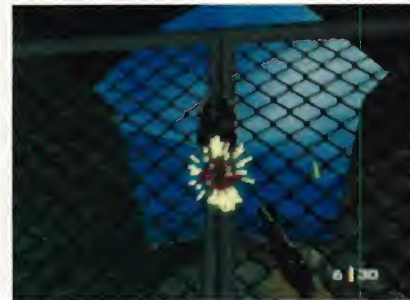


7 | 60

Four years ago



6 | 30





# ye 007



**E**very young boy needs to have a role model. They need someone to respect, idolise and aspire to. For some it's a simple choice to make between the Spice Girls and Boney M, for others it might even be the little baby Jesus, but for me it was always James Bond, 007. Just look at him: his job is to save the world, he gets to drive fast cars, shoot guns and he always gets the girl. James Bond has got to be just about the coolest person in the world. Well, apart from that Jon Bon Jovi, that is.

So with that in mind, you can imagine my delight when a copy of *Goldeneye* fell out of the postman's sack and plopped onto the office floor. I was so happy I almost cried. All my prayers were about to be answered, at last I, too, could become a top secret agent on Her Majesty's Secret Service.

*Goldeneye* takes its inspiration from the Bond film of the same name and the plots run almost parallel to one another. The action starts nine years ago in Siberia, where 007 has been sent into a Soviet laboratory to destroy a batch of deadly nerve gas. However, he was betrayed by a fellow 00 agent and the Russians were waiting for him. Luckily for everyone (apart from those Ruskis) 007 managed to escape and make his way back to Blighty.

Now, nine years on, the world faces another crisis – a certain ex-00 agent is threatening the planet with a stolen

Russian weapon, the *Goldeneye* satellite. You must become James Bond and save the world from certain annihilation.

Unusually for a film tie-in the actual producers of the film, EON, approached Rare with the idea of producing a Bond N64 game – and *Goldeneye* is the result. From the moment you turn on the N64 you can see that this is one classy title. The opening screen is a take on the certification you see at the cinema before the film begins, with the rating replaced with "4: suitable for four players". You are then treated to the traditional James Bond opening, where you see Bond walk onto the screen, turn, and fire a single shot towards you. Blood then slowly falls down the screen. Classic.

## For Your Eyes Only

The very first thing that will strike you about this game are the incredibly detailed graphics. From the start of the first level the camera pans through the Russian complex – taking in the guard towers and the big transport trucks – down onto the waiting Bond.

It is at this early point that you realise you have certainly got your money's worth with this title.

There is something about playing a game where the environment all looks familiar that makes it more enjoyable. From the grandeur of the huge satellite communication dish to something as

## Try not to break it, 007

No Bond game would be complete without Q's famous gadgets and *Goldeneye* is positively brimming with them.







simple as a stairway, everything just looks so realistic. Rare have kept the use of texture mapping to a minimum in order to keep the speed of the game up, so as a result of this the game can look a bit basic in places – when you compare it to the lavish texture maps in *Turok*. This is a worthwhile sacrifice when you realise that yet another advantage of cutting down on the textures is that you are able to see for miles off into the distance. Probably the most infuriating part about *Turok* was the fact it was set outdoors but you could only see for a few yards in front of you. Not so in *Goldeneye* – the outdoor levels are really very impressive, as they have no fogging to disguise any pop up. This is perhaps most noticeable on the snow levels, where you can see the satellite dish, as a silhouette in the distance become slowly larger, and more and more detailed, as you get closer. The effect is simply breathtaking. Other graphical effects are amazing – the explosions are incredible and the billowing smoke

that you can see lingering afterwards is the most convincing yet.

The attention to detail in *Goldeneye* is stunning. Bullet holes can be made in every surface – and they stay there for the whole time you are on that level (an idea which was first seen in *Duke Nukem 3D*). Windows can be shattered, computers blown up and even individual test tubes can be smashed: this gives the impression that the environment is completely interactive and adds to the overall realism.

Not only can things be shot to pieces but every surface has its own sound effect: if you shoot against rock your bullet ricochets off, making appropriate sounds, but if you fire a round down the toilet then just a small splashing sound can be heard. There's almost too much depth here to talk about but one major innovation comes in the form of the enemies that you face.

First off they are very intelligent; if you make a noise then the guards will hear and come to investigate. They will chase you up stairs and ladders, so you won't find bad guys milling around at



**SECRET**

## The Man with the Golden Guns



Walther PP7

007 is synonymous with this weapon and he doesn't leave home without it. You can use it as standard, or with a silencer to improve your stealth.



DD44 Dostoev

This weapon will be carried by almost all of your enemies. More powerful and carries more bullets than the PPK, but is slow and noisy.



Cougar Magnum

'The most powerful handgun in the World' certainly lives up to its name – this thing will stop a charging bull in its tracks. Great for the multi-player game.



Phantom

A very powerful sub-machine gun with an extended magazine. Has excellent stopping power – the terrorist's favourite.



Sniper Rifle

Has limited use on the one player game, but comes into its own playing against your mates. Just imagine the satisfaction gained from a single hit head shot.



KF7 Soviet

The bog standard gun issued to the Russian troops. Has a good range and is powerful. The trouble with using this is that it wakes up all the guards.



Grenades

These have a five second fuse, so count to three before you throw and you should be safe. Get caught in the blast of one of these babies and you'll be dead.



Grenade Launcher

Difficult to use but its firepower is unsurpassed by anything else. Fast firing and enough explosive power to kill a cow. Now that's impressive.



## Pinpoint Accuracy

The Sniper rifle is one of the most satisfying weapons to use in *Goldeneye* as you can zoom right in on your target with the telescopic lens and take the enemy out without them even knowing about it. Cool.



the bottom of a ladder, waiting for you to pick them off like they do in *Doom*. The soldiers will also take great care to avoid your bullets – probably more so than a human opponent would, or even could. They roll, crouch and even duck back behind walls and crates to avoid your fire.

You can also shoot the soldiers in many different parts of their bodies and depending on where they are hit, they react differently. If you shoot someone in the knee then he will hobble around grasping at his wound but if you hit him in the hand, then he'll instantly let go of his weapon and shake his hand in

pain. Needless to say, a shot to the head will result in an instant kill.

They all die in a variety of ways too – some will sink slowly down to the floor, while others will fly backwards as the bullet blows their head off. Okay, so it's not quite that graphic but some of the death sequences can be quite gruesome, with the soldier clutching his neck as he slides to the floor and then kicks out as the life is drained from his body. It's enough to make you want to shoot him again to put him out of his misery – and you can.

Another thing worth mentioning at this point is the amount of work that

has gone into motion capturing for the characters. They all move with extreme fluidity and there is a huge variety in their movements. This really gives the impression that each soldier is a true individual – if you manage to sneak up on a guard and watch him for a few seconds you could probably see him go through a dozen different animations, from him cleaning his weapon to just scratching his buttocks.



As with all first person shooting games, there are a large selection of weapons to choose from but you'll only have access to certain ones on specific levels. And you won't just find them lying about – the weapons that you don't start the mission with will have to be prised from the bloodied hands of a Russian soldier. Yuk!



BSK Deutsche

This model is actually Special Forces equipment – a machine pistol complete with a silencer. Rather special and very handy.



RC-P90

One of the most powerful weapons in the game, the RC-P90 is noisy but effective. Great in the one-player game, even better in the multi-player.



Automatic Shotgun

No first person shooter would be complete without a shotgun. This one is particularly satisfying, as one shot is normally enough to kill anyone.



Golden Gun

Again, this is for multi-player only and is Scaramanga's gun from the 'Man with the Golden Gun'. It will kill with a single shot but is slow to reload.



AR33 Assault Rifle

Similar to the American made M16 rifle, this is a fast firing, ammo hungry, killing machine and is one of the best weapons available in the game.



Mines

These come in a variety of forms: Proximity, Remote and Timed. Using the Proximity and Remote mines in the multi-player game is great fun.



Rocket Launcher

This is a gun that fires rockets. Needless to say it is incredibly powerful but you cannot carry very many shells, due to their size and weight.



Moonraker Laser

This gun is for multi-player only and is exactly what it is called – the laser gun from 'Moonraker' film. As you can probably imagine, it is very powerful.



## Nobody does it better!

Sean Connery



As just an up and coming actor before he took on the role, Sean Connery was the original Bond - and the best. He combined debonair charm with a wry sense of humour to make the coolest secret agent ever.

He went on to make some great films and was awarded an Oscar for his role in 'The Untouchables'.

George Lazenby



Born in Australia, George Lazenby moved to London in the mid-sixties to become a male model. He auditioned for 'On Her Majesty's Secret Service' when Sean Connery had made himself unavailable for the film, although how he got the part amazes us. He was, without doubt, the worst Bond ever.

Roger Moore



Apparently Roger Moore was actually Ian Fleming's first choice for the role of 007 after he saw him star in the TV show, *The Saint*.

He was unable to take the part due to a television contract but Fleming got his wishes when Moore starred in his first Bond pic, the seventies Bond film, 'Live and Let Die'.

Timothy Dalton



Timothy Dalton originally came from a Shakespearean acting background, and was working with the RSC before becoming the fourth James Bond in 'The Living Daylights'. Not a bad Bond but he simply doesn't come close to Connery and Moore.

Pierce Brosnan



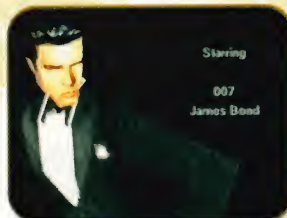
The latest 007, soon to star in the next Bond film 'Tomorrow Never Dies' (will there be a game to follow?). He made a particularly good private eye in the eighties TV show 'Remington Steele' and does a rather fine Bond as well.

Justice Covert



Widely tipped to become the next big Bond, Justin seems to think that he would be the best yet. Methinks that all those multi-player games are just going to his head.

## Staring...



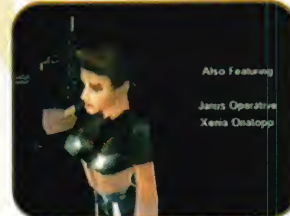
Pierce Brosnan as James Bond



Sean Bean as Alec Trevelyan



Alan Cummins as Boris Grishenko



Famke Janssen as Xenia Onatopp



Izabella Scorupco as Natalya Simonova



Some Russian geezer as General Arkady Ourumov



Robbie Coltrane as Valentin Zukovsky

*Goldeneye* features some incredibly detailed texture mapping. The main characters' faces have been taken from the film and mapped onto their respective bodies in the game.

For the faces of the soldiers, scientists and so on Rare used the their staff and their families. It is even rumoured that the editor of the Official Nintendo Magazine has his face in there somewhere!

Another thing that helps to create the impression that the soldiers are all individuals is that all of their faces are different. Rare have used a technique that was first seen in the PlayStation game, *Sentient*, to texture map digitised faces of real people onto their polygon models. For the main characters, such as Bond and Janus, the faces have just been taken straight from the film but for the more anonymous characters Rare have used their own staff members' features to great effect.

The thought and care that has gone into this title leaves me gobsmacked - when you pause the game you even see Bond look down at his watch and this then becomes the pause screen.

You'll realise that the work that has gone into the 'smaller things' is just the icing on the cake when you get down to eating the Black Forest Gateaux that is the full variety of missions. This is no simple *Doom* clone. On each level you will be given a list of mission objectives

to complete before you can progress and these range from just performing a simple bungee jump, right up to making an urgent rendezvous with your contact and planting various bombs and tiny tracking devices. But all of this is only on the 'Agent' level. The game offers you three separate difficulty levels: Agent,

Secret Agent and 00 Agent. Each level becomes progressively more involved, with still more mission objectives for you to complete.





**Ali's  
comment**

While the rest of the *TOTAL 64* team have been raving about this for the last couple of months, I wasn't particularly bothered about its arrival, having never been a great fan of first person shoot-'em-ups. Since *Goldeneye* appeared in the office though I have been forced to eat my words, while Justin and Nick watched, chuckling to themselves. I had doubted their opinion and now I was paying the price.

Never before have I seen a game create such a sensation: even people who have never had an interest in games before have suddenly become interested in *Goldeneye*. The reason is simple: perfectly crafted gameplay, the likes of which some games could only dream of. And all of this is before the rich delights of the multi-player game have been uncovered, which take the game to a whole new level. Mammoth four hour sessions have been witnessed, with players coming away bleary eyed and drained of all energy. An experience rather than a game, and one that should not be missed by a single person.

**007, Licensed to kill**

1. Using stealth and his silenced PP7, Bond approaches the first guard and takes him out.



2. A few more guards and up into the guard tower. Aha! A Sniper rifle...



3. Why, it's just perfect for dispatching the group of guards in the tunnel.



4. Head on through the tunnel past the dead guards and out into the courtyard.



5. From the guard tower Bond can just make out the two guards in the bunker.



6. A quick dash through the gates, using the truck for cover from enemy fire.



7. Shoot the padlock and out through the gates



8. Out onto the dam. Check out the beautiful scenery.



9. Finally, Bond makes the bungee jump. Mission complete.

For example, on level one, playing the game at Agent level, your mission objective is to simply make your way through the base and make a bungee jump off the dam, but playing this level on 00 Agent level means that you will

first have to neutralise all the alarms, then install a covert modem and intercept data backup – only then can you make your bungee jump. Needless to say, this makes the levels far more challenging and it means that even on one player games

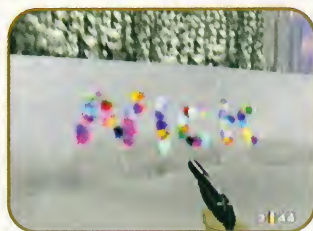
this title will last you a very long time. The other incentive for you to keep playing *Goldeneye* is that you will activate different cheats for completing levels in a required time. Most of these are actually

**Ooh, you little  
cheat you!**

*Goldeneye 007* has a built-in Cheat Options menu, with nearly two dozen codes that are automatically activated when you meet certain objectives. These codes can only be accessed by meeting the correct requirements; there are no controller codes for this game. The following are just a few of the twenty or so cheats you can earn for the game.

**DK Mode**

Gives everyone in the game huge heads and long arms. Just like monkeys, really – hence the appropriate name.

**Paintball Mode**

Instead of the usual bullet holes, you get pretty splashes of paint. Look – you can even use it for graffiti.

**Enemy Rockets**

Gives all of your enemies Rocket Launchers. Sounds like a bad idea at first but then you realise that you can get the launchers off them. Ha, ha!

**Turbo**

Makes Bond into a super fast secret agent. Makes for frantic multi-player games, with everyone running round like crazy.





## Out of the mists

One of the most impressive graphical touches in *Goldeneye* is the fact that you can see for miles into the distance. This sequence shows how the satellite dish comes into view – truly amazing.



The faint outline of the dish



The dish emerges from the mist



More detail becomes visible



Until... BANG! Here it is!

worth getting, and range right from the ubiquitous 'big head mode' to the fun 'paintball mode' for multi-player.

The settings for the levels are all obviously taken straight from the film and offer an extremely diverse playing environment. They are set both indoors and outdoors – and sometimes across a combination of both – with locations varying from on board a French frigate to the deepest parts of the wild Cuban jungle. On the jungle level you can't help but draw comparisons with *Turok*, with *Goldeneye* comparing extremely favourably – the jungle giving you the dank, steamy claustrophobic atmosphere that should have been present in *Turok*. The AI on this level comes into its own when you get help from Natalya, as she picks off the bad guys with her Magnum. What a babe!

## Live and Let Die

As if the one player game isn't enough reason to buy this game, then Rare have also incorporated a multi-player game for you to shoot at your mates. This is

quite possibly the very best multi-player game ever seen in history – even taking into account our office sessions on *ISS Soccer* and *Mario Kart*. I've never seen so much interest in a game before, with people literally phoning me from other parts of the building to book places in the 'after hours' deathmatch.

You can play with up to three other friends, with the screen divided into four, and you can select from a wide variety of scenarios, arenas and different weapon combinations (you'll find more details in another part of this review). What makes this better than anything else I've seen is the sheer amount of tactics that you can employ, which all stems from the variety of levels and weapons you can select. Proximity mines are a particular favourite of mine. There's nothing more satisfying than setting an ambush with mines, then getting up to a high point and watching your enemies walk into

## The Arenas

You can delve deep into eleven different arenas in multi-player mode. Some of the levels are based on locations taken straight from the single player missions, others have been custom made for the multi-player game.

Some of the arenas are initially locked, and you will first need to finish the corresponding game mission in single player mode to be able to open up the matching multi-player arena. The arenas all offer a lot of variety and each one of them appears completely different. Some have multiple floors, others have secret passages or darkened corridors.

Each has its unique feel, with the inclusion of plenty of cunning and dastardly twists and turns which allow you to set up some pretty deadly ambushes for your poor opponents to walk into!



### TEMPLE

With its wide corridors, large open room and its relatively simple floor plan, the Temple is a great level for novice agents to learn the tricks of the trade.

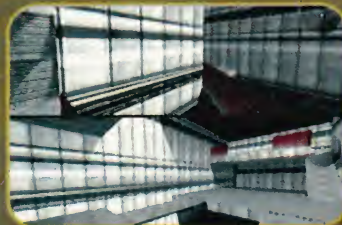
The central room is so large that it can actually be difficult to see someone up at the other end without a rifle scope. A gaping hole in the middle of this room's floor also allows you to snipe down on targets on the lower level – so there's plenty of scope for sneaky attacks here.



### BASEMENT

The Basement is simply the lower floor of the Library. It consists of two large rooms which are filled with many pillars which help to create a highly confusing arena for a pitched gun battle.

The dark corridors of the basement ideally lend themselves to ambushes by a stealthy player.



### COMPLEX

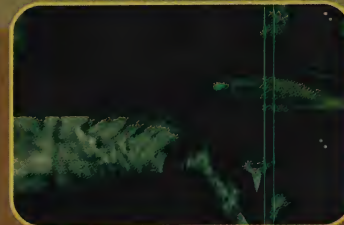
As its name suggests, the Complex is one of the most intricate multi-player levels. The arena's sprawling layout features many twists and turns, and multiple floors make it difficult to know exactly where your opponents are, even when using the radar. There are also sniper positions scattered throughout the maze, but few of these can offer complete security for the shooter. You can hide in the ventilation ducts and ambush opponents from there.



### STACKS

If you choose the Stacks, you'll compete in just the upper level of the Library.

Although the Basement is locked and thus barred to you, there is still plenty of action potential in the upper floor. Try using the upper level perches and many secret passages to snipe at or ambush your opponents.



### CAVES

Poor lighting conditions help make the subterranean caverns a highly confusing and deadly place for a fire fight.

There are plenty of sniper lookouts, some frightening switchback passages and darkened ambush points to contend with – or make use of. Because it's so easy to get turned around, the caves are an amusing location in which to have fun with the different explosive mines on offer!



### FACILITY

One of the smaller arenas, this Facility makes for a fast and furious battle. Because of its size, you can count on reappearing near someone after you die. There aren't a lot of places to hide, although the toilet upstairs is a favourite spot for an ambush, especially since you'll usually find the special weapon for the match there.



them. On other levels the cool Sniper rifle will come into play, with players taking up positions, trying to pick one another off from long range.

Although the arenas are based on the in-game levels, they have been stripped down to the bare essentials to allow for four players. This is a shame, as some of the bigger levels would have made superb battle arenas. Purists might say that multi-playing on a split screen ruins the element of surprise and this is certainly

true for two players – it's a simple matter of glancing at the other person's screen to see if they're planning some dastardly ambush. But when you're playing with four, you hardly have time to look at what anyone else is doing.

## Dr No No

There are a few minor gripes that I have with this game: the pace and flow of



### LIBRARY

The massive Library is one of the largest multi-player arenas, complete with a full basement and upper floor. The main floor features wide open rooms with multiple levels, and several secret passages. Below, the library basement offers a dimly lit and confusing floor plan to confuse any agents who start there. When hunting in the Library, you can shoot through the grates in the floor down into the basement, or vice versa.



### ARCHIVES

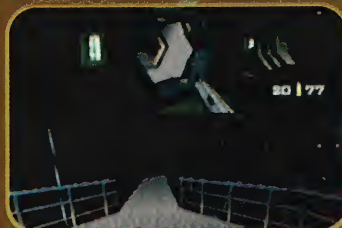
Part of the GRU Military Archives have been blocked off and converted into a multi-player training ground. The corridors of the archives are littered with many crates which will explode when you shoot them. Although you can find weapons in some of the offices, they can also become death traps if someone pins you down inside.

A secret passage will let you escape from the dead end by the offices on the upper level.



### BUNKER

Large and well-lit, the Bunker is a good arena for beginning agents to practice their lethal skills. An agent who knows the floor plan can really lead pursuers on a wild goose chase through the maze of this level. Look for the arena's special weapon in one of the side rooms of the main Control Room.



### CAVERN

The Subterranean Caverns in Cuba make for a sprawling combat training zone.

This level is actually spread out across several different locations, which are all connected by a long series of walkways, which means you'll have to do a lot of running around in this level to get from one location to another.

the one player game can be interrupted by the mission briefs coming up (you wouldn't get one of these appearing 'in the field', now would you?) and it might have been better to replace these with a short cut scene instead. It would also have been good to have seen some more adventure elements coming into the missions by being able to communicate more with the other characters; you do this at certain points of the game but you've absolutely no control over what you say. Also you are unable to jump or roll – something you would have thought was a pretty essential move for any secret agent. The game is designed so that you don't feel the need to perform these moves, but it would have been nice to be able to roll away from enemy fire in the true cinema tradition of Bond.

With this title Rare have established themselves as one of the world's premier game developers, which can't be bad. The N64 continues to surprise us with what it is capable of and when it is in the hands of someone who knows what they are doing, the results can be spectacular – as *Goldeneye* proves. This game is very clever and highly inventive and each level offers a new challenge, with a difficulty curve judged to perfection. The amount of work that has gone into this title is amazing and since the programmers seem to have paid an unprecedented amount of attention to detail, the results are astounding. Add to this what is the best multi-player game around and some of the best graphics ever seen in a video game and the result is that *Goldeneye* is the game of the year. **4.5**

## Verdict

Name: Goldeneye 007  
Publisher: Nintendo  
Developer: Rare  
Players: One-Four  
Released: TBA  
Game Type: First person shooter

## graphics

Better than real life - you can't get more flattering than that!

96

## sound

The Bond themes gives the game a cinematic feel

95

## playability

Just like being a secret agent – and I should know!

98

## overall

98



# Ganbare



Here he is, the big hero of the game, *Goemon* the mystical ninja in all his glory

The competition is heating up and *Mario* Faces the toughest challenger yet, so give a big hand For *Goemon* the Mystical Ninja.

**T**his month sees a welcome return for SNES hero *Goemon*, or *Mystical Ninja* as he is known to most people in the UK. If neither of these names ring any bells then a little explanation might help. *Goemon* was the star of four SNES games but sadly only one of them ever saw the light of day in this country. The US received two of the series and the Japanese were the lucky ones as usual, because they got to play all four. Each of the four games was excellent but most of you will only be familiar with the first game. It was unlike anything seen before and featured a bizarre Japanese sense of humour, which included some really strange secret levels and some of the weirdest bosses you're ever likely to set eyes upon. Anyone with a passion for the unusual style of Japanese games will find any one of the *Goemon* games a real treat to play – they are difficult to understand but you can't help but love all the cutesy characters and peculiar gameplay. Although the *Goemon* series was totally weird and the plots were very strange, the gameplay – which is of course the most important ingredient of any game – shone through.

It's hard to categorise the *Goemon* series: are they RPGs, are they scrolling beat-'em-ups or are they platform games? They don't fit into any one of these descriptions, instead they're all of them and more, rolled into one big bundle. This is what makes the games so interesting – it's this varied gameplay that puts a stop to boredom setting in, and because it is so unpredictable you have absolutely no idea what's around the next corner. The fact of the matter is, all of the *Goemon* games feature a mix of ideas, that when combined together complement each other perfectly.

This, the fifth installment, has had to move with the times and for *Goemon*'s 64 bit debut he appears in full 3D – not that that's unusual nowadays, I know, but this is 3D like you've never seen it before. Just prepare to be gobsmacked time and time again, as you reach each new level. Each village you visit is massive and so full of colour and detail that this surpasses even *Mario* in the looks





# Goemon 5



department. This is all well and good, but what about the actual game – does it play like a dream or is it just another graphical showcase? Well let's now take a deeper look into the odd world of the *Mystical Ninja*.

## The Mystical Ninja

As soon as you witness the cool intro sequence to *Ganbare Goemon* you can tell it's going to be something special. It may not be very easy to understand as all the speech and text are written in Japanese but it's immediately obvious

that Konami have spent a very long time working on this game.

Picture the scene, a quiet Japanese village with the villagers all going about their daily duties, when all of a sudden, *Goemon* and his sidekick come running down the street with a furious Japanese guy in hot pursuit. The two friends then launch into a heated argument when, all of a sudden, the sky darkens and a huge UFO flies overhead.

The villagers are shocked into silence by the arrival of this huge spacecraft, which gets lower and lower, until eventually it hovers above the palace of the King.

Meanwhile, the King is inside the palace with his daughter, both of them unaware of the goings on outside. Back outside again and the UFO is charging up a huge laser beam, which is aimed at the palace and then fired, unknown

to any unfortunates that may be trapped inside. But this laser beam doesn't blow up the palace into tiny smithereens as you'd expect. Nope, instead it puts a curse on everyone inside. The town's population just can't believe the proof of their own eyes – how could such a travesty happen in their little

village? One plucky villager decides to take it upon himself to investigate, and his little chum gets dragged along for a piece of the action. The brave villager is *Goemon*, the *Mystical Ninja*...

Graphically the game itself, once it's started, is not that far removed from the intro. It begins in a town with the local

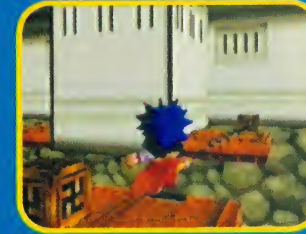


▲ The green haired one at the entrance to a spooky temple, plucking up courage to enter...



▲ Here she is again on her way through the forest, with green locks flowing as usual

## An hour in the life of Goemon



*Goemon's* world is an unusual one to say the least – this is the sort of thing you can expect him to get up to in an hour of play



Justin's  
comment

At this year's E3 show I heard an awful rumour that *Ganbare Goemon 5* (or *Legend of the Mystical Ninja 64*) might not be released outside Japan. I was shocked and disappointed at the time, and now I've played the Japanese version I'm going into a deep depression at the thought of never getting to play the game in English.

*Ganbare Goemon 5* isn't so heavily text based that it's unplayable for those of us without a grasp of the Japanese language, but I get the feeling that the plot is probably of a very high standard and not something you want to miss out on.

One of the best titles to appear on the N64 to date: pray with me that the game is translated into English – which I'm sure it will be – but buy yourself a Japanese dictionary, just in case.



▲ Here *Goemon* finds himself in a platform section, which appears very similar to a certain red and blue plumber's world



townsfolk running around busily minding their own business – unless you then decide to talk to them that is. Unfortunately, as the text is Japanese a lot of the story gets lost along the way – although it is still possible to play the game.

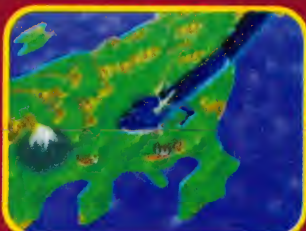
These town type sections are where the majority of the game is based and you must talk to villagers and complete certain tasks to progress further in the game. On the first level, for instance, your task is to climb to the peak of a huge mountain and talk to a man at the summit. He will then give you a handy telescopic grab arm, which will enable you to reach to previously inaccessible areas. This all sounds very simple but the areas are so vast that finding the mountain is a difficult enough task in itself – take it from me, you'll have to do a lot of searching before it's found.

In the town sections exploring is the main key to success, as talking to one certain person may result in you being rewarded with a special weapon or item, without which further progress will be rendered impossible.

Platform skills also play a big part in *Goemon*, as in many sections some pixel perfect jumping is required. All of these sections admittedly do bear more than a passing resemblance to *Mario's* first Nintendo 64 outing.

No platform style game worth its salt would be complete without a handful of big bosses and *Goemon* certainly doesn't disappoint in this area. The title features

## Enter the Dragon



When you finally manage to defeat the dragon boss, the young green haired lass can summon him with her flute. He will then kindly transport your character to any place that you wish. The only drawback is that the dragon will only take you to places you have already visited.





# Get your skates on!

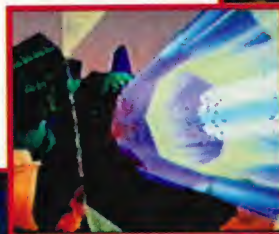


At one stage in the game *Goemon* calls up his giant rollerskating robot pal and is then taken off for a journey up through the robot, finishing his journey in the cockpit, which is centred in the robot's eye

some incredible bosses, even in the first few levels. One that's particularly worthy of mention is a huge dragon: you begin at the dragon's tail and work your way up its back until you finally reach its head, where a spinning robot type thing awaits. Whilst you're trying to defeat the robot the dragon moves from side to side trying to knock you off his back – if he does it's back to the tail of the dragon for another attempt.

It's very difficult to explain *Goemon* without giving too much away, and I

wouldn't want to spoil everything in the game, but when playing it you become so gobsmacked by some of the events that occur, that you feel like showing it to everybody nearby. *Goemon* is one of those games that you have to keep on playing and playing just to see what's next. It's never predictable and each new level or secret uncovered is always a most pleasant surprise.



## Mario vs Goemon

It was bound to happen – as soon as a 3D game worthy of a bit of attention was released, comparisons with *Mario* were inevitable. One big problem that *Goemon* faces is the hard truth that *Mario* was first, and nothing can change that, so I'm sure people will criticise this game for jumping on the *Mario* bandwagon.

## Nick's comment

Ever since Square announced their move to Sony, and with *Zelda 64* still ages away, Nintendo 64 fans have been wondering where they are going to get their RPG fix. Well this game might just fill the void in your collection and keep you happy, you little princess obsessed boys! *Ganbare Goemon* has many parallels to *Mario 64* but takes a departure from that seminal platformer by introducing RPG elements. The game is, surprisingly, more linear than *Mario* and relies heavily on a story to keep your interest going. Unfortunately I don't speak a word of Japanese so I couldn't understand it but the frequent cut-scenes give you something of an idea of what's going on. The graphics are nothing short of stunning – this is the first game I've seen where you can see for miles into the distance. *Ganbare Goemon* is really VERY Japanese and I can't get enough of it! Let's just hope Konami get round to translating this quickly, so US and UK gamers get to experience what is truly a wonderfully imaginative title.



▲ The green goddess enters into battle with an evil foe





off, kicking and flailing his arms and legs to try and defeat the oncoming enemies.

The view then changes to third person perspective

and an enemy approaches – it's your job to dispose of the opposition by delivering a combination of punches, kicks and fireballs. This section of the game is more like *Starfox* than *Mario* – which just goes to prove the diversity of this game.

Now comes the more serious side – is it any good. As you can see from the screen shots, the graphics in *Goemon* are nothing short of amazing. These are some of the most detailed 3D worlds we have ever witnessed. In fact I'd go as far as saying that these are the best graphics yet seen on the N64.

Apart from looking nice each level is huge and will take your character an age to explore properly. In the town sections you can visit all the shops and go inside all of the villagers' houses – inside each of the buildings the decor varies slightly and this gives many of the houses an individual feel.

The sound in *Goemon* is spot on too, with jingly jangly Japanese style tunes – very annoying and yet very catchy –



▲ *Goemon's* sidekick takes time out to admire the huge pagoda centred in the middle of the village. My, it does look particularly stunning against that incredible orange sunset

Although both *Mario* and *Goemon* may look similar, the truth is they are quite different from each other. *Goemon* has more of an RPG feel than *Mario* and the interaction with the characters is vital – players are encouraged to explore,

often backtracking on paths already travelled to reach a particular goal, or to retrieve a certain vital object.

Another feature that is very different from *Mario* is that you can control one of four different characters – although in the very beginning of the game only two are selectable. Each character has different abilities, which means certain areas can only be completed with the character that possesses the specific skills required. This also adds to the puzzle element – you may find yourself walking around aimlessly for hours, until you suddenly realise that if you had been somebody else that level could easily have been completed.

One sequence in the game sees your character climb into the eye of a giant *Goemon* robot, this robot then skates

## Goemon and chums!



In *Ganbare Goemon* you have the choice of playing four different characters. Each one has a few different abilities and attacks, as well as their own uniquely bizarre sense of hair-styling...



▲ Our green haired friend has got a great view of the local farm up here – let's hope she's not in smell range too!

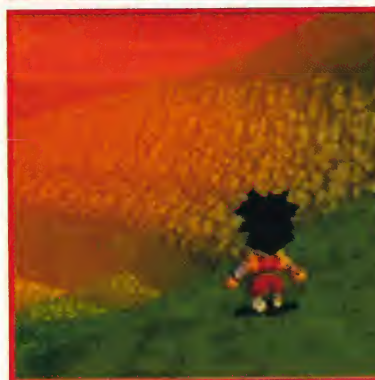


▲ *Goemon's* sidekick hacks his way through the deep dark woods. The old blue haired one is a brave little fellow





you'll probably find yourself humming them without realising it. All the sound effects are also top notch. For example, there are nice thudding sounds when you bash a baddie on the head, and when you're in a cave it gives off a hollow, echoing sound.



Well, as you can probably tell already, I love this game, but like all games it doesn't come without its particular faults. *Goemon's* graphics, although absolutely astonishing, do suffer from a degree of glitching in places, which doesn't really spoil the game but will cause all your PlayStation owning chums to have a good chuckle. Another slight niggle on the graphics side is the fact that you can't explore inside the houses quite as much as I would of liked – some of the areas have invisible walls that block your path.

The main problem though is the use of Japanese text – it is impossible to understand the story, which is a great shame as it looks as though it could be



▲ Oh dear! Little *Goemon* seems to be stuck behind this grate. Let's hope he gets out of here and back home in time for his tea

really interesting (something about a UFO). I'd imagine that some of the characters also give you important clues through the

game about what to do next but once again, due to the Japanese text, these clues are impossible to take advantage of. Some people would argue that it makes the game last longer, but when you find yourself going round in circles for days it does spoil your enjoyment a touch.

However, these niggles aside *Goemon* is still an excellent game and deserves to be a big hit, although to get the full enjoyment from this I advise keeping your fingers crossed for a later English translation. Sadly there is talk that this may never make it to these shores due to the cost of producing such a huge cartridge. It's a sin that such a fine game may never see the light of day – it almost makes you feel like learning Japanese so the story would be legible. Well, almost.

*Goemon* comes on a whopping 128 Meg cart and it's predicted that it could cost up to £100 pounds if it's released here. If you can't wait for that happy day, then you could obviously opt for the import version – but be prepared to be a bit confused when you first pick up the joypad.

That said, with just a little bit of perseverance *Goemon* is still a highly playable title. There really is nothing else like this, so if platformers, RPGs, beat-'em-ups and shoot-'em-ups are all your cup of tea, you really can't go far wrong with *Goemon*. (C)

## Verdict

Name:	Ganbare Goemon
Publisher:	Konami
Developer:	In-house
Players:	One
Released:	Out Now (import)
Game Type:	Platform/RPG
Version:	Japanese

## graphics

Extremely detailed 3D worlds, possibly the best graphics yet

95

## sound

Great sound effects and some funky Japanese style tunes

90

## playability

Difficult to get into, difficult to put down

85

## overall

89





# Tetris

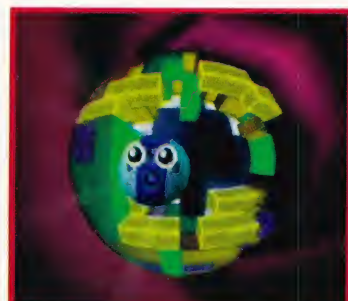


Now we've got all this Fancy 64-bit technology, we don't want to be playing a game like *Tetris*... Aha, but this is *Tetris* with a bit of a twist...



It's hard to imagine the impact that a simple game like Tetris has had on the world. Since Alexey Pazhitnov (I think that's the right spelling) invented the thing twelve years ago, at least 100 trillion people have played it on almost every imaginable format – look, even my Mum has played it, alright! 100 trillion is a lot of people, that's more than live in Wales, and Wales is a big place with dragons and stuff. Basically, what this introduction is about is to try and give you an idea of the sheer scale of the influence Tetris has had on people of every shape and form and it leads me to ask this important question, why do Russians use a backwards 'R'? And another thing, how many video games are invented in Russia? This is the only one – don't you think that is weird? A bloke down the pub told me that Tetris was once a secret KGB experiment which was designed to brainwash people into being happy. They then sold the license to Nintendo in order to take over the world. But then I'm the sort of person who believes that sort of nonsense.

Anyway, whatever its origins, the original Tetris was one of those games that refused to fit into any category







# phere



and so we had to make one up. It was called 'The Tetris Genre' or something and spawned many wannabes – from *Columns* to *Wordtris*, from *Mean Bean Machine* to *Puzzle Fighter* those Japanese went mad for their puzzle games. The thing is that the puzzle genre has been going a bit stale of late, witness *Puzzle Fighter 2* on the PlayStation; it was just a flashy version of *Columns* really. And so the stage is set for *Tetrisphere*, the world's first true three-dimensional puzzle game, to bring a ray of sunshine into our otherwise two-dimensional lives.

So how does it work? Well it took me a while to suss it out because the only similarity to this and the original *Tetris* are the shape of the blocks. Your basic objective is to destroy the blocks and work your way down to the central core. You do this by 'dropping' alike blocks on to the sphere so that they set off a reaction and clear adjoining blocks. This reveals the layers underneath which you continue to destroy to get to the centre. This all has to be done in a time limit, the closer you get to the limit, the closer you (and your block) get to the sphere. This means that you can't see as much of the sphere and it gets more difficult to find a place where you can make a good drop. You will eventually be forced to make a bad drop, and if the block doesn't fit then you lose one of your three lives. The time limit is pretty lax in the early levels, but as you progress you will find yourself frantically searching for any block to drop onto in a vain attempt to keep going. This can be hectic

stuff. If you can't find any blocks to directly drop onto then you are able to drag blocks of the same sort around and position them next to alike blocks to set up a 'combo'. Making a combo has two main advantages: firstly, scoring a combo between three and



## Ali's comment

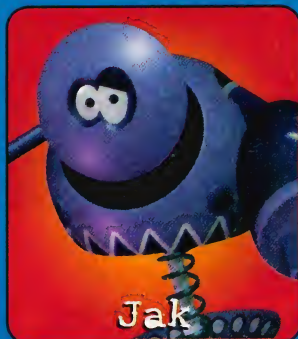
Having the *Tetris* prefix in its title, one would imagine that this would play very similarly to the original. This is where the initial confusion sets in, when anyone plays *Tetrisphere* for the first time their reaction is that it's not very good. This is simply not true, just because it's different doesn't make it a bad game. I would have to admit though *Tetrisphere* certainly takes a bit of getting used to, but once you've mastered the basic concept it becomes increasingly addictive.

There are various different modes of play, which can only add to the longevity of this title, it even features an 8 player tournament mode for when all your mates come round. *Tetrisphere* has an added bonus of featuring the best music heard on the N64, so after you've finished playing the game you can keep the music turned on and have a party!



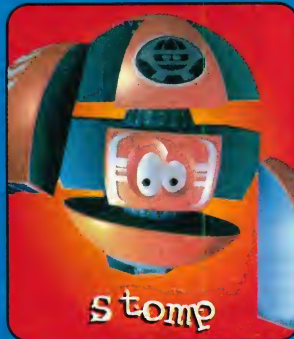
# You Bot?

Look, you even get to choose your robot and they each have their own characteristics. Okay, so we couldn't actually tell the difference between them, but it makes for a cool boxout nonetheless.



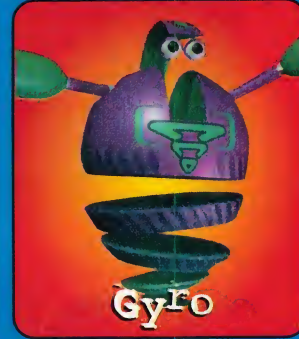
Jak

Possibly the best 'bot to use, but I don't know why. It's probably to do with his droopy eyes and excellent paint job. Just look how he shines!



Stomp

As the name suggests, this boy is big and heavy, and as a result of this he is rather s-l-o-w.



Gyro

This guy leaves the opposition in a spin! He would have no chance in a fight, but his speed makes him an excellent dancer.

## Kind of magic!



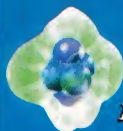
Firecracker



Bundle O' Dynamite



Electro Magnet



Atom



Bomb



Ray Gun

If you manage to set off a combo involving twenty or more blocks then you will be rewarded with some 'magic.' What you get is a special weapon which will blow up varying amounts of the sphere.



nineteen will send out 'magic' that hits other blocks and turns them into power blocks. These will detonate more slowly than the normal blocks and give you time to clear more blocks to get a high combo score. The advantage of this is that if you score a combo of twenty or more then you will be rewarded with a special weapon which will help you clear a larger area of the sphere in one go.

The main part of the game is centered around your mission to free your fellow robots that are trapped in the cores of the hundred spheres, but there are five different 'games' to play with a secret one to boot. These range from Hide and Seek, which is similar to the 'Rescue' game but

you have to complete specific tasks other than just clearing blocks to find your friends. There is also a Puzzle game where you are given a specific number of 'drops' and 'slides' to clear a sphere.

My main complaint with the rescue game is that it is far too easy for the first five episodes (it's divided up into ten episodes each with ten levels). You find yourself losing interest with the job at hand, that is until it gets going. When it does, then the game becomes extremely frantic and highly addictive...just one more go please! And then there is the two-player mode



## Modes of play



Rescue



Hide & seek



Puzzle

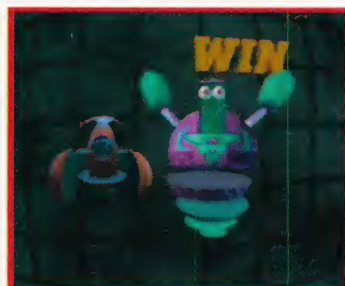


Time Trial



Vs. CPU

In one player mode you get five different ways to play *Tetrisphere*. The Rescue and Hide and Seek modes are almost identical, but the Puzzle mode offers a new challenge.





**Turbine**

Turbine looks like he's come from part of a boat – that would explain his good speed and power?

**Wheels**

The default 'bot. With average speed and power, this geezer is good for the beginner.

**Gear**

No, not some dodgy euphemism but the name of my favourite 'bot. He's almost as fast as Rocket with extra power.

**Rocket**

The fastest of them all but his power is a letdown, and as the well-known saying goes, 'He may be quick but couldn't even dry your hair'.


where you can compete with up to eight people in a tournament. This differs slightly from the one player game in the way you can send 'dark' blocks over to your opponent's side in a similar fashion to Puzzle Fighter. This is all completely customisable, you can choose the type of blocks you want (up to six), the amount of core you have to reveal and even the music you want to hear, great!

The sphere features some very impressive polygon handling type stuff, but despite using distinct colours for the blocks the graphics are somewhat dull and this gives the game

something of a dark and moody atmosphere. This is exaggerated by the game's soundtrack, which I have to admit is superb. The tracks vary from acid-funk-hardcore-breakbeat to ambient Aphex Twin-style techno, and there is even some secret music accessible by entering a secret name, and this is very weird (but cool) to say the least.

This is a difficult game to score because it is so different to anything I've ever experienced before. I think that the people that this will appeal to are those that enjoyed the Rubik's Cube and all of its spin offs. It will

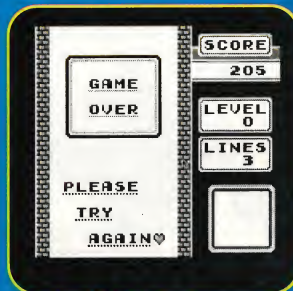
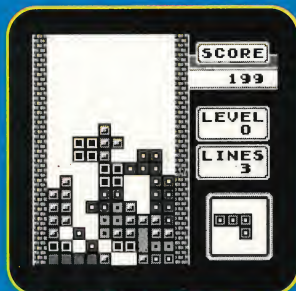
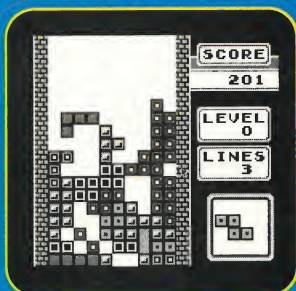
take you a while to get into this game at first but when you do you will be hooked. *Tetrisphere* combines elements of skill and thought with manual dexterity which gives it an addictive nature. Playing it with a friend can be great fun, but the one player game is equally as rewarding and should last you a long time with loads of different games to master.

Try before you buy, because this game won't be to everyone's taste, once you do though you'll know all about the 'phere! 



▲ These are the robots that you have to rescue – there's one in each of the 100 spheres

## Back in the USSR



The game that started it all off, the original *Tetris*, seen on the format most people have experienced it on, Gameboy.

## Verdict

Name:	Tetrisphere
Publisher:	Nintendo
Developer:	In-house
Players:	one-two
Released:	TBR
Game Type:	Puzzle
Version:	US

## graphics

Impressive use of polygons but is somewhat dull

**79**

## sound

Wicked! The best music on the N64 yet

**95**

## playability

As good as the original – and that's a compliment

**90**

## overall

**84**



During the summer *StarFox* made more money than *The Lost World Film* - it became the fastest selling game in history. Now the Foxy one makes his long awaited European debut. Is all the hype surrounding the game JUSTIFIED or is it all just a smoke screen?...

# Lylat



▼ Astonishing graphics, superb gameplay... it's all the reasons why you bought an N64



## What's in a name?

As the European release of *Starfox* drew close, my heart began to beat faster, memories of the original SNES game lingered in my BRAIN and made it wobble with joy. Peppy, Slippy, Falco, and most importantly, Fox McCloud would soon be back and a part of my life

once again. I would be soon spending most of my waking (and sleeping) hours trying to defeat the evil Andross and his gang of evil warlords. But then, without warning, I found out that *Starfox* was no longer to be known as *Starfox*, it was going to be called *Lylat Wars*...YOU WOT!???!!

Legal wrangles and the (supposedly inconspicuous) *Starwing* name aside, they could have chosen a better title. After all, who's going to buy a video game which sounds like something you would buy your Gran for Christmas? Apparently, Lylat is the name of the galaxy that the game takes place in and therefore the name makes sense to someone. Somewhere.

Anyway, enough petty nit-picking, lets talk about one of the most eagerly awaited games since the Nintendo 64 was announced, Sta...er...*Lylat Wars*. If you've never experienced the SNES version or you've been living in a cave for the last six months then I'll bring you up to speed: you play Fox McCloud, ace pilot and hardened adventurer, and your home planet of Corneria is being invaded by the evil warlord Andross. It is your job, along with your fellow defenders, to defeat this monkey and send him home with his tail between his rather puny legs. To aid you on your quest you have the help of your fellow battle-hardened warriors; a frog, a rabbit and a blue bird. Great.

You have to defeat the enemy on each of the levels, slowly working your way back to Andross' HQ where a massive battle ensues with you as the victor. Well that's the idea anyway.

## Eye-candy, yum yum

The first thing that you will notice when you turn on the console is the jaw-droppingly beautiful visuals. This has got to be the best looking N64 game yet. You might be looking at the screenshots on this page thinking, 'Yeah, looks okay...', but you have to see *Lylat Wars* move to believe it. Everything is so well defined and moves so smoothly. Seriously, this game looks better than real life - it's that good. You get dogfights featuring hundreds of ships, huge meteorites tumbling through space and massive boss characters all superbly animated.

The boss on the second level even taunts you with a 'come on' gesture with his robotic hand. There is so much more: water ripples when you fly near the surface and when you shoot into the ground little laser burns are left behind. It's little touches like this that make us games reviewers purr like well fed cats. This game is just about the best looking game in history. Ever.

The gameplay is basically the same, or at least very similar to the original *Starfox* on the SNES. The majority of the levels are linear affairs where you must survive to the end (and those accursed pointy arrows are back as well), picking up various power ups en route, where you will encounter, and have to defeat, the level boss. However, Nintendo have obviously listened to the critics to some degree and have incorporated more interactivity into some of the levels, whereby you will come to a

## Justin's comment

The sequel to *Starwing* has finally arrived in the UK, and apart from the name change, it's been well worth the wait. We've been playing the Japanese version for a few months now, but the English speech adds a lot to the game, which has a surprisingly good plot/storyline. The game is definitely easier to complete than *Starwing*, but to complete the game properly requires taking secret routes and taking on a completely different end of game Andross, and even with the help of our guide this should keep you playing for quite a while. If you liked the original you'll fall madly in love with the 64 incarnation. And if you've never heard of *Starwing*, you've never witnessed what a man like Miyamoto can do to a genre as seemingly tired as shoot-'em-ups.





# Wars



'fork in the road' and have to choose which route to take through the level. This is not a great enhancement but it means that you will come back and play the level again to see what was down the other 'path'. The biggest change to the gameplay, however, is the inclusion of 'three dimensional' battle arenas into the game. By that I mean that you have complete freedom of movement over a certain area and this is where the game can be at its most enjoyable. Embroiled in a massive dogfight with fifty or so alien spacecraft, having to answer the calls of help from your friends AND having to destroy some kind of mothership at the same time. This can be a very intense experience.

There are various routes that you can take through the game to get to the end game boss. There are sixteen or so levels (not including secrets), now this may not sound like a lot, but the game is structured so that in order for you to get to them you must either score highly or do something that alters the 'storyline'. For example, in one level it is your job to protect an outpost on one of the planets friendly to your cause. When you first arrive everything seems straightforward enough – the enemy are not exactly difficult to shoot down. But then the evil Wolf and his band of renegades turn up and these guys are much harder to kill. If you manage to defeat them then the planet is saved and you will progress via a different route on the



▲ The foxy fella doesn't just get an Airwing to battle with...

map, albeit a more challenging one. If however you do not defeat Wolf and his men then it isn't game over, it means that you will take the more ordinary path. This is a great idea, one that will keep you coming back to this time after time after time because apart from the challenge, it is worth it just to see the increasingly amazing graphics.

## Battle

You don't just get to pilot your Airwing either, there are two more vehicles which Fox utilises – a submarine and a tank. This offers more than just different graphics, it radically alters the tactics and adds welcome variety to the game. Not that variety is a problem with this game, what with the four player battle mode option. If played with four friends this can provide you with an astonishingly intense experience. In fact this is the

feature that makes this game a must-have game in anyone's book. The only comparison I can think of is with *Mario Kart* battle mode, which is on a similar par to this for sheer fun. Even when four people are playing there is barely any slowdown. The only fault is that you only get a choice of two arenas to fight in, but this hardly seems worth mentioning, as you don't notice the scenery when you're playing! But I do advise playing it on a fairly large screen TV, because I experienced some serious eye-strain after playing on a 14-inch monitor. Okay, I had been playing for five hours non-stop!

When you compare this to the US version, it's obvious that the game suffers from the same accused PAL slowdown that most N64 games do. I wouldn't say that this was a major problem, especially if you have never seen an American game running then you won't even notice the slowdown.

This is an incredibly polished title, which really shows off what your N64 can do graphically, in fact this is the sort of game you show to your mates when trying to convince them to buy one. Try to imagine a Manga cartoon crossed with a Godzilla movie, crossed with Independence Day, crossed with Disney and you'll get some idea of the feel of the game. The sound is cool too, you get loads of banter over the radio from your friends and taunting from your enemies. The music is great, giving the whole experience a cinematic feel to it. But it has a lot more to offer than just flashy graphics and noises. The levels are long and varied and the difficulty level is set in such a way that you are never frustrated; the game will let you get a little bit further every time you play it.

I can't recommend this game any more highly – this is one of the reasons you bought your N64 in the first place! And if you've got three mates and the extra joypads then this is a must buy!

## Verdict

Name:	Lylat Wars
Publisher:	Nintendo
Developer:	In-house
Players:	One-Four
Released:	Out Now
Game Type:	Shoot-'em up
Version:	UK

## graphics

Beautifully drawn. Best on the N64 yet. **95**

## sound

Great soundtrack and effects add a cinematic feel. **89**

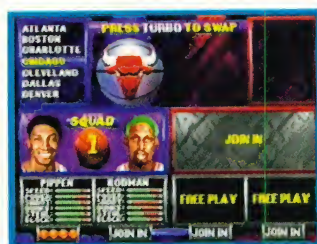
## playability

Out of this world. **95**

## overall

**94**





# NBA Ha

The increasingly popular sport of basketball passes and dribbles its way on to the Nintendo 64.

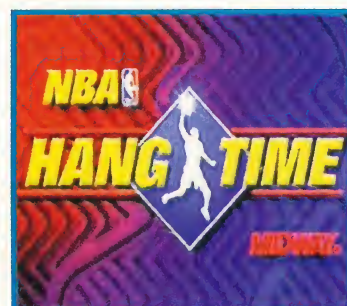
So put on your training shoes and get ready for some basketball action in *NBA Hangtime*.



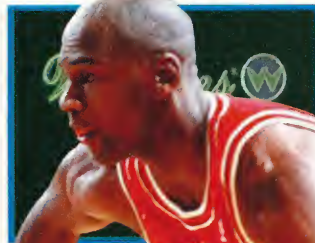
I thought that basketball had peaked in the seventies when the Harlem Globe Trotters were around, but it seems basketball is becoming more and more popular in the UK all the time. Apart from being an excellent spectator sport, the popularity could be put down to some of the stars in the game. Obviously the main ones that spring to mind would be Michael Jordan and Dennis Rodman – you know the flamboyant one who sports a different colour hairstyle every time he's on TV. Movies such as *Space Jam*, although not a particularly serious film, must also have helped to give the sport of basketball a real boost in this country, coupled with the arrival of television shows devoted to the game.

So, can a video game recreate all this fast paced action, and can a video game recreate all the unique characters from real basketball? Well read on and find out.

*NBA Jam* first appeared in the arcades in the early nineties, since its coin-op debut it has appeared on every major console in one form or another. Although several different versions have appeared, with extra features included with each edition, the basic game still remains the same as the original. The *NBA Jam* games have proved very popular over







# hangtime



the years and now it's the Nintendo 64's turn to shoot a few hoops in the latest addition to the series, *NBA Hangtime*.

Never taking itself too seriously, *NBA Hangtime* is chock full of gravity defying dunks and balls that catch fire if a player is doing well. Newcomers to this series expecting a simulation type game will be disappointed as this is a fast and furious arcade approach to basketball. However those who are just after a bit of fun may find this style of play suits them perfectly.

## Check your head!

All 29 of the NBA teams and many of the players make an appearance in *Hangtime*, making it a basketball fan's heaven, and it also includes a feature to create your own player. As well as inventing serious players there is a more amusing side to this option, as there is a range of different heads on offer to give your character a rather more comic appearance. This unusual option to change your head isn't content with giving you just human heads to mess about with; pigs, aliens,

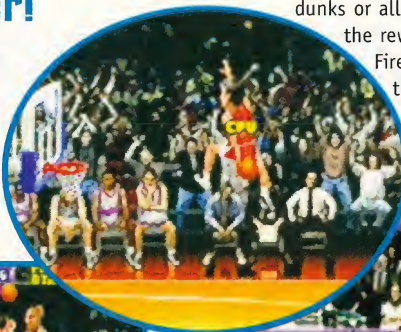
children and a whole host of other oddities are selectable too. An option to change the shape and size of your player is also present – apparently shorter players are better at three point shots whilst a taller player will excel at dunking. This doesn't add much to the actual game but for a while it can be mildly amusing, by the time you've finished editing your characters you'll end up with something that looks like it's been dropped from the cast of *Space Jam*. The creators of *NBA Hangtime* have hidden hundreds of cheats to access secret players and secret modes of play, these include being able to play as the games developers, playing the game as babies and even a hidden court on a rooftop.

## I'm the Firestarter!

The unique point that makes the *NBA Jam* series different from the rest is the impossible shots and dunks performed. Instead of skillfully

aiming for the basket, the character will jump up about 10 feet into the air then perform a somersault or something similar. Then as if that wasn't enough, he will then pass it to his team-mate who is likely to attempt something equally daring before finally slamming it home in the basket. Phew!

If a player can manage to shoot three baskets in a row without losing a point that player becomes 'On Fire', this doesn't mean that the character runs around screaming for a fire engine, it simply means that he is on a roll and any shot he goes for is almost guaranteed to go in. When a player scores a series of three double dunks or alley oops then the reward is 'Team Fire', basically this implies that both members of the team



## Nick's comment

I'm thinking back to the early nineties when a game called *NBA Jam* was released on the SNES and it wasn't much good, even for a SNES game. The thing is that *NBA Hangtime* is almost identical in both gameplay and graphics to that arcade 'classic,' so I ask, what is this game doing on the N64? I'm sure that this type of game has a huge following somewhere in the world, it's probably loved by those puffy jacket wearing 'homeboys' you see hanging around arcades because there is no actual skill involved in being able to play it. You don't even control both of the characters, one of them is CPU controlled, so what's the point? DON'T BUY THIS UNDER ANY CIRCUMSTANCE.



## Justin's comment

In its day, *NBA Jam* was an extremely entertaining basketball arcade game. Since then we've seen the likes of *Total NBA* on the Playstation which I would have thought made the likes of the *NBA Jam* series obsolete - apparently I was wrong! This game has very little in common with the game of basketball and so shouldn't even be considered by fans of the sport, but if you're a big fan of *Pong* or going to Wimbledon for the tennis then this repetitive and dull left to right, right to left, left to right style of gameplay might appeal to you.



are 'On Fire', the downside is that this only lasts for 25 seconds of possession time.

During this period of being 'on fire' the ball turns into a mass of flames with a trail of smoke following behind, when a point is scored with the ball in this state the net is even singed by the fire.

All these extra features and bits and bobs must surely make *NBA Hangtime* a good game. Well sadly this

isn't the case. What was once an original and novel approach to a basketball game now seems tired and dated, a lot of this is to do with the fact that apart from a few extra features this is essentially the same game that we saw five years ago. Many of you will remember the SNES version of *NBA Jam*, and at the time probably enjoyed playing it, however a few years on and 64 bit power instead of 16 bit most of us will have higher

expectations of a basketball game than this effort.

This isn't the reason we bought a new console, to play a second rate basketball game that we could have played on a previous console, where are all the flashy graphics and new ideas, and what the hell has all the power of the N64 been used for? At the end of the day the truth is that this is a 16 bit game with a few bells and whistles, the actual game mechanics remain unchanged since the very first in the series.

Having said that I can't really say that it's a terrible game, it's just that I can't understand the point of



## A saucer full of secrets!



*NBA Hangtime* has numerous secrets hiding away inside that tiny little cartridge, ranging from the fairly useful to slightly humorous, not forgetting the completely unnecessary.



## Two heads are better than one!



For some bizarre reason Midway have decided to give you the opportunity to change your head. Whether you prefer a child's head, an alien's head or an animal's head – the choice is entirely yours.



releasing something that doesn't make any effort to exploit the technology it's offered. It really is a game best suited for the arcades, the sort of game you can stick in a couple of quid and have a laugh with your mates. When it comes to the home version it's a different story – it lacks the depth of other basketball sims which means boredom can set in very quickly. The developers would have been wise to put a bit more thought into the console conversion of *Hangtime*.

For those of you that are fans of the *NBA Jam* series the improvements that have been made are few and far between, let's take a closer look and see just what's been added to this 64 bit update. First of all players will notice the slightly improved commentary; the commentator now has a greater range of phrases and

also each of the characters names are also included. As always though, in game commentators become very repetitive, and this particular one is no exception to the rule. The other main improvement that's worthy of a mention is the inclusion of a few new tricks and dunks, basically this is the same as all the previous games before, albeit with a bit of extra oomph! To sum up this isn't worth buying if you have a copy of one of the previous games, if not I can only recommend it to die-hard fans of basketball.

The only redeeming feature of *NBA Hangtime* is that it utilises the four joypad ports of the N64, so if you've got a pocketful of cash to waste and are desperate for a four-player sports game, you could go for this, but the best advice is to wait for something better to come along. Konami's *NBA In The Zone* shows a lot more promise than this title and it is due at the beginning of next year, so try and be patient until then.



▲ High flying dunks courtesy of *NBA Hangtime*. Lets hope this player has some soft trainers to lessen the impact when he lands.

### Verdict

Name:	NBA Hangtime
Publisher:	Midway
Developer:	Midway
Players:	Four
Released:	Out Now
Game Type:	Basketball
Version:	UK

### graphics

Very little difference between this and the 16 bit version.

**61**

### sound

Mildly amusing commentary, for about ten minutes.

**75**

### playability

Very poor, at times it seems like the computer is playing for you.

**42**

### overall

**51**



# Reviews Round-up

As games age they often lose some of their appeal, so be sure that the score you're basing your purchase on is current!

## Blast Corps

**I** was a little dubious about this title as I looked at the box, but after playing it for the short while I allowed myself before going back to more mundane work, I was desperate to play it again. Some of the early levels are very simple and involve little more than crashing into buildings to knock them down but later on the levels get a lot harder and really get you thinking, as you try to solve the puzzles before your time runs out. I would compare this game to *Pilot Wings* favourably, as both games are similar in concept – but *Blast Corps* definitely has the edge, with a lot more action, puzzle solving and explosions! **64**



issue three score

89

## Dark Rift

**A**lthough this is probably the best beat-'em up on the N64 so far, unfortunately it still needs to go a long way to come close to any similar titles on the PlayStation and Saturn. On the plus side it does feature some excellent backdrops and the characters have interesting moves. These moves seem to draw heavily from *Tekken* and *Soul Blade* – which is not a bad thing by any means. I can't quite put my finger on what I don't like about *Dark Rift*, but there is some vital thing missing. This shows promise for the future fighters, but falls a little short of the mark. **64**

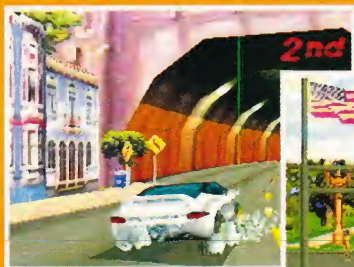


issue seven score

84

## Cruis'n USA

**W**hat on earth is this? Have I slipped through a time warp? Am I back in the late 1980's? Well, playing this I certainly could be – pretty scary! I'm playing a bad version of *Outrun* on a 64-bit machine. Come on, who in their right mind would waste their cash on this when they could play *Rage Racer* on the PlayStation? This game is just a perfect conversion of a crap arcade game – so what is the point? *Cruis'n USA* is sluggish, all the graphics are dire and – worst of all – the playability is thinner than a matchstick on a diet – very poor indeed. Avoid it! **64**



issue one score

59

## Doom 64

**H**aving been a *Doom* fan for years, I expected great things from this latest incarnation... and I'm not disappointed in the slightest! I'm willing to concede that this still doesn't compare with some of the PC games, such as *Duke Nukem*, in terms of character control but for atmosphere and sheer nastiness this wins hands down in my book. The levels are bigger and better than ever before, as are the various nasties that inhabit them. There are a couple of extra weapons to play with, and plenty of improvements have been made to the old ones that we all know and love! I'm afraid to say that my *Mario 64* cartridge has been gathering dust since this arrived – buy it now and kiss your social life goodbye! **64**



issue three score

92

current score

85



# Doraemon



issue three score

69

I

t's very difficult to play this game without drawing comparisons to *Mario 64*, which is obviously going to win hands down. But if you can possibly forget about *Mario* for a second and look at *Doraemon* on its own merits, I think you'll find quite a quirky little platformer in there somewhere. Despite its similarities with *Mario 64* it does have plenty of its own original ideas; it's just a shame that these are far outweighed by the ideas that were left out! If you've completed *Mario* and are looking for something vaguely similar, then this should keep you amused for a while. But don't expect the blue and white furball to fill *Mario's* shoes. **64**



issue three score

76

current score

58

# FIFA 64

As the only football game available for the N64 this wasn't a bad effort, but after seeing *ISS Soccer 64* we had no choice but to reduce our initially quite enthusiastic response. EA's *FIFA* series must surely be the most successful footie games ever, but when *ISS* arrived in the office and blew away everything that had gone before, we were left with no choice but to amend our previous *FIFA* score to reflect just how superior Konami's top kickabout really is. This isn't really that bad a game, it's just that its opposition is the best footie game ever made! **64**



# Go!Go! Troublemakers



I

don't understand it but I like it. *Go!Go! Troublemakers* is so full of bright colours, you'll think it's going to explode any minute into a jelly rainbow full of sponge fingers and cherries. And that just about sums up the gameplay as well. It's all cute and chubby sprites biffing and throttling one another in the nicest possible way. On the down side, if you're not fluent in reading Japanese you won't have a clue what's going on, as various characters keep appearing to try to explain stuff. Still playable but you're better off waiting for the official release. **64**



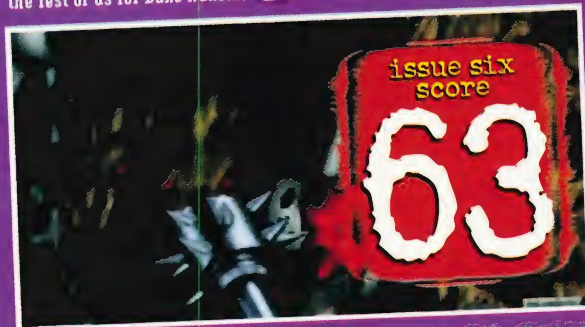
issue six score

43



## Hexen 64

What is this doing on the M64? In the past few months we've been treated to two of the most excellent and enjoyable first person perspective games ever, *Doom* and *Turok*, and then all of a sudden *Hexen* comes along. What do GT think they are up to? Do they think people won't see past this facade, this cheap attempt at a cash in? The game itself looks extremely dated, almost as if it was a straight PC to M64 port, and takes no advantage of the power the M64 has to offer. The graphics are bland at best and the level design really lacks imagination. The only thing I can say in favour of this is that it's the first game of this type that boasts a four player deathmatch mode, but even this soon becomes tiresome after you've revisited the same level for the umpteenth time. If you want four-player deathmatches then be sensible, be patient and wait like the rest of us for *Duke Nukem*. **64**



## Human Grand Prix

After happily playing on some of the forthcoming racers at the E3, I really think that we're left with no choice but to score *Human Grand Prix* down. Sadly, when you compare it with such titles as *Extreme G* and *Multi Racing Championship*, *Human* might as well be *Pitstop 2* on the Commodore 64. It just doesn't match up to them on any criteria - except maybe the number of tracks (not their quality). Hopefully the US/UK version, *F1 Pole Position* will be much improved! **64**



issue three score

80

current score

72

## International Superstar Soccer

Football's not coming home... it is home! *ISS 64* has arrived and is, quite simply, the best footy game ever to be released. It sports graphics that are far superior to any of its contemporaries, (especially EA's appalling *FIFA 64*) it sounds the bizz and, with more moves than Juninho, Zola and Shearer put together, it plays a much meaner game of footy. To put things in their simplest terms, if you like football, you're going to love this game. As the great Bill Shankly probably would have said were he around today, 'football's not a matter of life and death, it's *ISS 64*!' **64**



issue four score

97

## J-League Perfect Striker

As the aging cliché goes, it's a funny old game, football and *Perfect Striker* certainly proves that, with some of the most hilarious player animation ever. Just watch one of these guys trying to get up after a particularly bad foul to see what I mean! Having said that, the actual gameplay isn't bad either, especially in two player mode. What with some swift passing, rasping drives, eccentric keeping and of course the all important scoring celebrations, this boy has got it all and is certain to be a worthy addition to the footy sim, *Premier League*. Go and buy it! **64**



issue one score

93



64

## Killer Instinct

Gold



**P**lay this game on 'Ludicrous' speed and you'll know about adrenaline. Initially fast and furious, it can seem like a 'free-for-all, who can get one of the combos in first and bash the buttons quickest' test. However, after playing for a while, it has more subtlety than that – but nothing that matches the instinctive feel of *Tekken*. The animation is jerky and at times there's quite a bit of slow-down. Okay, so admittedly this is when a 32-move combo is going on – but surely the N64 should be able to handle it? **64**

issue one score

69

## Mario Kart

**S**o it's got some new tracks and the graphics are better – but it's still *Mario Kart*, just with a '64' tagged on the end. Don't get me wrong, I was (and still am) a fan of the original game, but really, what's the point? If all we're going to see on the Nintendo 64 is souped up versions of old Nintendo titles – and at a souped up price too – you might as well buy yourself a SNES. That said, I can see the appeal of the title for those who missed out first time round. It's still fun and addictive – especially in the multi-player mode. Just think carefully, and do try before you buy... **64**



issue one score

93

## King of Pro Baseball



issue two score

91

current score

82

**W**hen we reviewed this back in issue two we were drawn in by the cutesy amusing graphics and the quality of the two player mode. Since then it's become increasingly difficult to find a human opponent, as more and better games arrive in the office, forcing whoever wants to play it to do so against the computer. The fact that this game rarely makes it out of the cupboard nowadays is enough to warrant a score reduction, and the incredible difficulty of the one player mode leaves us with no choice. It's fun with a friend but frustrating on your own. **64**



## Mortal Kombat Trilogy



**W**ith the arrivals of both *War Gods* and *Dark Rift*, *Mortal Kombat Trilogy* has suddenly began to look more dated than ever. For fans of the series this is still one of the best *MK* incarnations – it's just that there's really very little to separate this title from its 16-bit predecessors.

Another reason for us changing the score is that we originally scored this more highly than *Killer Instinct Gold*, which judging by the number of letters we've had on the subject is widely considered to be the better game – it's only us who think it's an unplayable pile of crap! **64**

issue one score

78

current score

67





# Multi Racing Championship



Being a big fan of racing games, I was looking forward to this one with baited breath. Unfortunately, although it looks nice and the alternative route idea is quite a novel one. I didn't enjoy *MRC* as much as I hoped. With there only being three tracks, I'm not sure how long this one will last. At the end of the day though, this is a far better game than *Cruis'n USA* and deserves to be a minor hit. Not a bad game by any means, but with *Lamborghini 64* and *Top Gear Rally* nearing completion it looks as though *MRC* could be in for a spot of very tough competition. **64**



issue seven score

67

# Pilot Wings

64

This is still a classic game but the truth is that it's not often that we take it out of the TOTAL 64 cupboard – except to lend it to someone who hasn't witnessed it before. All the missions and the different craft are varied enough to keep you playing for ages but nine out of ten N64 owners in the TOTAL 64 office – who expressed a preference – said they preferred the manic and explosive gameplay of *Blast Corps*. In light of this we've had to reduce the score slightly – but it's still rated as a must buy, as one of the all time classic pieces of software. **64**



issue one score

95

current score

91



# Shindou Mario 64

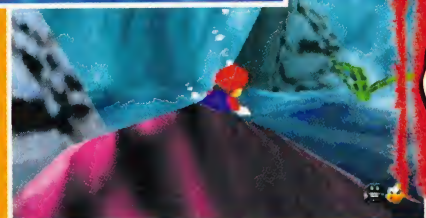


I can't really see where Nintendo are coming from releasing something like this. You'd have to be a certified nutter to fork out another 60 odd big ones for the pleasure of a shudder every now and again when the dungareed one falls on his arse, so who's left to buy it? New owners might as well take advantage of the extra feature but it seems to me to be nothing more than a gimmick to drum up support for the jolt pack. Obviously the more games it's compatible with, the better it sounds – but only with your fingers in your ears and a goldfish up one nostril. **64**



issue seven score

96



# Shindou Wave Race 64

At first you would think that *Wave Race* would be an ideal game to use with the Rumble Pak – a rumble in your hands when you hit those waves seems like a great idea and is more than likely to add to the experience of riding a jet-ski. The trouble is that there are so many waves in this game and the pak vibrates to some degree on every single one (makes sense) so it's constantly buzzing. This has the effect of actually distracting from the gameplay, rather than adding anything to it. It is very disconcerting to have the pad constantly vibrating when you are trying to control your jet-ski and it's got to be the wrong sort of feeling anyway. A short sharp jolt when your jet-ski's nose hits the wave would have been more appropriate than this constant buzzing. Having said that though, the feeling quickly moves into the background but never stops from being a nagging irritation, so it makes you wonder, what's the point? **64**



issue seven score

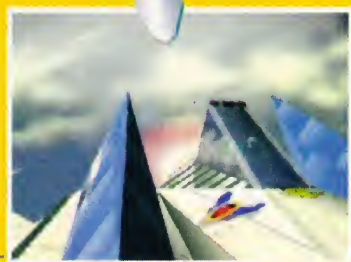
93



# Starfox 64

**T**he latest SNES classic to get the N64 treatment is here and it's just as good as we'd hoped it would be. The tank, submarine and open levels add a large dollop of much needed variety, and the overall effect is quite stunning. Graphically *Starfox 64* is the biz but it's the multiplayer option that makes it. Admittedly the small quarter screen viewing windows take some getting used to but it does make for some wicked four player battles.

The only real disappointment is that it would've been nice to have a two player option with half a screen each... but I guess that's just being picky. Ultimately it's still a fairly basic shoot-'em-up, but if you liked the SNES version you're definitely going to love this one. **64**



issue four score

96

# Star Wars: Shadows of the Empire

**T**his game was one of the most eagerly awaited of the launch titles, but unfortunately failed to deliver the goods on all but two or three of the ten levels. The number of letters we've received from people who've bought it and been very disappointed, or have thanked us for warning them away from it, leaves us with no choice but to emphasise our warnings to other readers with an even lower score. One to avoid! **64**

issue one score

61

current score

49



# St Andrews Old Course Golf

issue one score

58

current score

42



**M**ost of us in the TOTAL 64 office are big fans of golf games such as *Actua Golf* on the PlayStation, so the fact that this has NEVER left the shelf since it was reviewed back in issue one must mean that there's something very wrong with it. If this game had been released on the Commodore 64 ten years ago, it still would have come up on the scorecard as a bogey when compared with the classic *Leaderboard*. The fact that it's in Japanese doesn't help matters, but no amount of irritating commentary could redeem this effort. Fore! **64**



# Super Mario 64

**E**ver since this game was first seen, it's been hyped up as the 'the greatest video game ever' and to tell you the truth, it doesn't fall far short of that title. Nintendo have brought *Mario* to life in the most convincing 3D world I've ever seen: he runs, somersaults and can even fly - all in superbly animated style. All the familiar *Mario* traits are there as well - the infuriatingly addictive gameplay from his SNES incarnations, the 'throw the controller at the wall and pick it up five seconds later' syndrome. This is what video games are all about. **64**

issue one score

96





# War Gods

**D**on't you just hate those people who drone on about how the PlayStation is better than the N64? We all know that Nintendo's machine really has a far higher standard of games – except it's missing one genre. The N64 really needs a beat-'em-up, it needs a *Tekken* of its own to shut those PlayStation owners up for good. But this, sadly, is not it.

*War Gods* takes its gameplay from *Mortal Kombat* and then transfers it into 'wondrous' 3D and this is the main problem – *MK* has become very dated since the likes of *Virtua Fighter* and just doesn't hack it anymore. For die-hard fans of *MK* only. **64**



issue five score

76

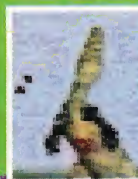
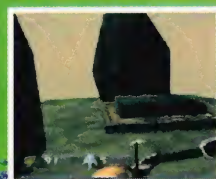
# Turok: Dinosaur Hunter

**I**'m not normally a big fan of this type of game, but *Turok* most definitely has a lot going for it. The graphics look superb when they're moving and the sounds that surround you as you play are extremely atmospheric. There are a lot of things that impress me about this game but the big talking point would definitely be the variety of ways in which your enemies can die. It's so satisfying to see the guy that was trying to kill you really suffering as he takes his last breath! If you're reading this review in two minds, go with the one that's telling you to buy this – it's still a challenger to *Doom 64* in the playability stakes. **64**



issue two score

93



MISS 64 VER

# Wave Race

issue one score

96

UK - 92

**T**he closest I've ever come to a real jet-ski would probably be when I was about six, splashing around a Northampton pond in a rubber dinghy. After playing *Wave Race* I've decided that maybe I should broaden my water sports horizons and try it for real. Quite simply, this is an extremely playable and unusually original piece of software. As far as I can see, the only thing missing is a Pamela lookalike to dive in and rescue you when you fall off. If you're after a racer for your 64, avoid the traffic and take to the waves! **64**





# Wayne Gretzky's 3D Hockey



**T**his is still by far the best ice hockey game on the market at the moment, but at the end of the day – it's ice hockey! And unless you're a big fan of the sport you'll most probably get bored of this very quickly. It's a great fast game, with a good multiplayer mode, but when compared with some other sports games this just seems incredibly shallow. More of an arcade 'couple of quid' than a '£50+ lasting appeal'. **64**

issue two  
score

90

current  
score

82

PLAY GAME  
PLAY SEASON  
PRACTICE  
RECORDS  
SETUP



# Wonder Project J2

**I** was quite looking forward to playing around with a young Japanese girl when I heard that I could save my plane fare by getting hold of a copy of *Wonder Project 2*. Imagine my excitement! Unfortunately the game is a little too realistic in that – with Josette being Japanese and everything – she speaks in Japanese, which might as well be binary as far as I'm concerned. My advice to anyone who's thinking of buying this is to become fluent in Japanese first, because after about half an hour of play I was still on the first screen, and getting very frustrated! **64**



issue five  
score

69



# Xtras! Xtras!

With your local gaming emporium positively bursting at the seams with third party control pads, it must be confusing as to which ones are worth your hard earned dollars. Well, this month we play test the best of them and tell you the good from the bad and all that malarky...

## Official coloured pads




Available in UK:  
Supplied by:

Out Now  
Madera Games  
Tel: 01485 570256

Manufacturer:  
Price:

Nintendo  
£29.99

Yes we know, these are exactly the same as the pad that you got with your machine, but they are cool. They come in one of four colours (red, blue, green and yellow) and cost the same as the grey pads. My personal favourite is the red one, no blue... no yellow, arrghh, I just can't decide, they are all as good as each other. Being the same price as the greys, you might as well get one of these to brighten your life up. 

**Especially Good For:** Mario 64, Turok, Blast Corps

**Especially Bad For:** Erm...nothing really.

Okay, this monster of a pad is probably ideal for all you puuffy jacket wearing arcade types. It even comes complete with its own stick-on cigarette burns (joke). The detachable stick is identical to the ones you find down the arcades so it makes the pad ideal for arcade style beat-em-ups. However change the stick to the analogue control and you'll be disappointed- it is nowhere near as good as the official pad. It is actually bigger than the N64 console and so it is unlikely that you'll want to take it round to your mates house. As good as any other 'arcade' controller, but that's not saying much. **64**

**Especially Good For:** Killer Instinct Gold, MK Trilogy

**Especially Bad For:** Mario 64, Waverace 64, Goldeneye

Available in UK:  
Supplied by:  
Manufacturer:  
Price:

Out Now  
Excitement Direct  
Tel: 01993 844885  
InterAct  
£39.99

## Shark Stick





# InterAct Superpad 64+



Instead of the usual three-prong design, the Superpad 64 goes for a strange 'PlayStation-type' two handle affair, lumping the analogue stick next to the D-pad. While this has the advantage of you not having to swop grips when using the D-pad, it actually makes it awkward to use the analogue stick. The pad is comfortable to hold until you play any game which requires use of the analogue stick (which is most of them) so you ask the question 'why change the design?' The autofire and slow motion buttons are obviously a bonus but I couldn't really find a game where they came in handy. Try before you buy. **64**

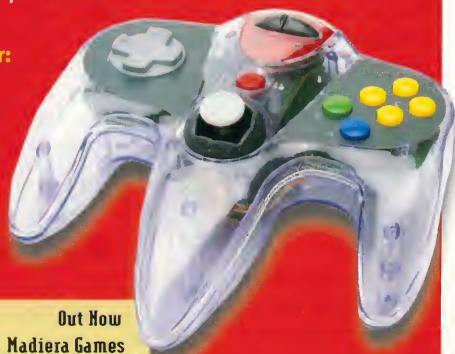
**Especially Good For:** None really  
**Especially Bad For:** Turok, Mario 64

<b>Available in UK:</b>	<b>Out Now</b>
<b>Supplied by:</b>	Premier Direct
	Tel: 01626 202825
<b>Manufacturer:</b>	InterAct Game Products
<b>Price:</b>	£29.99

## InterAct Sharkpad Pro

We like the look of this one. With it's distinctive clear case, this has got to be the most stylish looking pad on the market. The overall design is almost the same as the official pads with the analogue in the central position. It is very comfortable to hold and features something of a gimmick in the way that you can change the colour of the plastic underneath the autofire buttons- but if you had four of these pads then you could tell them apart by having different colours, ingenious! The analogue stick is more rigid than the official pad and this makes it surprisingly good for Waverace and ISS but the same stiffness makes Lylat Wars a bit tough on your thumb. Second only to the official pad. **64**

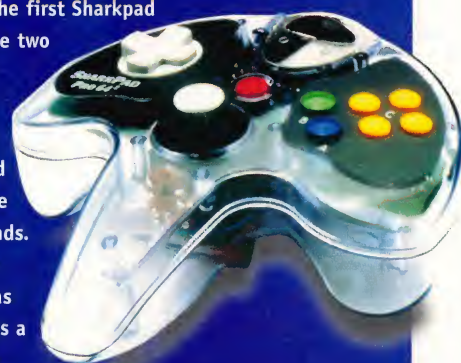
**Especially Good For:**  
Waverace 64, ISS  
Soccer  
**Especially Bad For:**  
Lylat Wars



<b>Available in UK:</b>	<b>Out Now</b>
<b>Supplied by:</b>	Madiera Games
	Tel: 01485 570256
<b>Manufacturer:</b>	InterAct Game Products
<b>Price:</b>	£29.99

## InterAct Sharkpad Pro 2

A radical redesign of the first Sharkpad Pro which chops off the two handles left and right and extends the central one. The result of this is that you hold the pad rather than the pad sitting in your hands. Personally I prefer the latter. The analogue has been extended and it is a good half a centimetre taller than the official pad and this makes it rather more difficult to use. The shoulders are more rounded so the R and L buttons are more responsive. Not as good as the original or the official pad. **64**



**Especially Good For:** Making your thumb ache.  
**Especially Bad For:** Sweaty hands.

<b>Available in UK:</b>	<b>Out Now</b>
<b>Supplied by:</b>	Madiera Games
	Tel: 01485 570256
<b>Manufacturer:</b>	InterAct Game Products
<b>Price:</b>	£29.99





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Each month the writer of the star letter will receive a bundle of BLAZE

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So if there's anything you want to ask us or to comment on, please don't phone and stop us working on your favourite mag. Write us a letter instead, because we'll think a lot more of you as a human being and you'll also have a chance of winning some top accessories.



You can write to us at:  
The Firing Line  
TOTAL 64 Magazine  
1, Roman Court  
48, New North Road  
Exeter, Devon, EX4 4EP

Or email us at:  
firing\_line@rapide.co.uk



# the Firing Line

This month we're introducing a new section which will hopefully inspire you to spark off some new debates, other than 'the N64 price drop'!

## The Truth...

I am sorry to hear that you don't appreciate the classic SNES games making an appearance on the N64. The fact is that these games were excellent on the original platform but are now far superior on the N64. The differences between the games you mention are far from being just graphical – *Mario 64* especially has gameplay which is nothing like its 16 bit predecessor.

Regarding your request for *Super Tennis 64*, we've sadly not heard any rumours here at TOTAL 64, but you may be interested to read our feature on old classics in this issue.

## DEAR TOTAL 64

First I would like to say that your magazine is great and by far better quality than any other N64 mag.

Anyway, I'm a Nintendo 64 owner and I have four games (*Mario 64*, *Mario Kart 64*, *ISS 64* and *Pilot Wings 64*) and think all four are brilliant. I would like to ask some questions and would like some answers back in reply, please.

1. Did you review *NBA Hang Time*, or did I miss it along with issue two? If so, then why isn't the review in the round-up?

2. Why has *Starfox* been slipping in the charts in 'The truth' in issue six? Three of you don't have it in your top five, so how can this be possible for a 96% game?

3. When we have our 64DD, does this mean when we buy a game we get a cartridge and CD (to avoid the loading time) and won't this be a lot more expensive?

4. As the 64DD runs CDs, will this mean different speeds of 64DDs like PlayStations and PCs?

5. How does *Starfox 64* compare to *Mario Kart 64* in four player?

■ Carlo Sperti - London

## The Truth...

1. We've had *NBA Hang Time* in the office for a while now – we just hadn't got round to reviewing it yet. Oddly enough though, we've actually

## DEAR TOTAL 64

G'day! I'm just writing to let you know how excellent your magazine is compared with the Nintendo magazines from Australia. Even though TOTAL 64 hits the stores here two months after its original release date, it is more up to date, and knows more about what is to be released in Australia, than our own magazines. Your release date information is always spot on.

I would also like to congratulate you on your amazing play guides, that are packed with information that we all hang out for. Your honest reviews of games and accessories have been a big help when deciding which things to buy. I have bought several games, *Super Mario*, *Mario Kart 64*, *Wave Race*, *Blast Corps*, *Turok* and *International Superstar Soccer* on the strength of your reviews.

Keep up the good work!

■ Dominic Tonkin - Padstow, Australia

## The Truth...

It's good to hear that we are more up date than the Australian N64 magazines, despite being two months late. Let's hope the Australian release date section can be of some help to you.

If you're particularly keen on the play guides, then look out for the *Starfox* guide featured in this very issue – and the promise of many more guides to come.

## DEAR TOTAL 64

First of all, I'd like to say that I am a huge fan of your mag and have purchased it since I bought a Super Nintendo – which I have since sold.

However, I later went on to buy a Nintendo 64 in late March – for £249.99, and I really must point out that the graphics are excellent and the sound quality is amazing. I was also very pleased to see some of my old favourites produced for the N64 but I fear the originality of such a game range is minimal. Games such as *Mario Kart 64*, *Mario 64* and *ISS 64* – while all outstanding – are virtually identical to what they were on the SNES, apart from the much updated graphics.

The games, however superb they are, are also very expensive. I do believe that the price is a little high, especially seeing as how these are

just reproduced games, only with better graphics. The price of all these games, added to that of the console, makes this a very pricey machine to own.

On top of this, I find that the games are fairly easy to complete and therefore the life span of many of the games is limited. For the price paid for the game I expect a challenge to keep me entertained with the console.

Could you tell me if there will be any price reduction occurring at all for the games, at any time in the future?

PS: I'm a really massive fan of *Super Tennis* and was wondering if *Super Tennis 64*, or any other similar game, will be released for the N64?

■ Tony Hall - Emsworth



managed to review it in this issue in time for its UK release.

2. Most of us here have already completed *Starfox* now and still turn back to *ISS 64* and *Mario Kart 64* for our gaming fix. *Starfox* is still a truly brilliant game, and to complete it all properly, with all the medals, is not an easy task.

3. You will more than likely just buy the cartridge first, as this stores all important game data and then the disks will be bought at a later date. These will include things such as any extra characters included and any new levels.

4. The 64DD will not actually run from CDs as such, it will work with writeable disks, which look similar to floppy disks but are larger. They will all run at the same speed.

5. *Starfox 64* is definitely a great multiplayer game but doesn't quite reach the standard of a four player bout of *Mario Kart 64*.



#### DEAR TOTAL64

I bought an N64 a month back and wanted to find out more about any new releases coming soon. I read *TOTAL 64* from cover to cover, and I enjoyed every page of it. The best part was your review of *Mario Kart 64*, which has persuaded me to save up and buy it. I would be thankful if you could answer my questions for me.

1. I own a PC and have enjoyed hours and hours of playing *Warcraft 2* and *Command and Conquer*. Is there likely to be a version of one of these games on the N64?

2. I like sports games, especially tennis ones, so I would like to know if there are going to be any released.

3. My friend keeps talking about how brilliant the N64 DD is going to be, but I feel it will be an overpriced piece of software that will flop as soon as it is bought out. If it is going to be released in the UK, how much will it cost and will it be worth buying?

■ Jimmy Sibbald - Essex

#### The Truth...

1. As yet there are no plans to release either of these two games on the Nintendo 64. Both games you mention are probably best suited to the PC anyway.

2. There has been no promise of a tennis game yet. This is a shame because here in the *TOTAL 64* office we are all particularly keen to see an updated version of *Super Tennis*.

3. The 64 DD is actually a piece of hardware, not software. It is very difficult to predict whether it will flop or not, prior to its actual release. It probably won't arrive in the UK until late '98, although it is due in Japan at the very beginning of next year.

#### DEAR T64 TEAM

I am a keen Nintendo gamer and fan, and after buying just one of your mags I felt like getting a subscription (but I'd have to pay for it).

Anyway, I so much want an N64, that I'd probably dance naked in the street for one! At the moment all I have is a Gameboy with about 60 games (I've had it for a long time) including *Donkey Kong Land 1* and 2.

Now I am just the biggest *Donkey Kong Country* fan of all time, so is there a *Donkey Kong Country* coming out for the N64, because I might just be getting one? If there is, could you maybe do a review in a future issue?

■ Reuben Cainer [10] - London

#### The Truth...

If you're still considering going ahead with your naked dancing it would be a wise idea to make sure you get the money before attempting it, the reason being that you could end up making a complete fool out of yourself and not getting anything in return.

In answer to your question, you will be pleased to know that there are plans to release a *Donkey Kong Country* game for the Nintendo 64, which should be available over here sometime in '98. Be warned though – it may only be available on the forthcoming 64 DD add on, so you'd have to buy one of those as well.

# Star Letter

## DEAR FIRING LINE

I have been a fan of the PlayStation for a very long time now, possibly due to the recommendations made by my friends. As soon as I'd saved enough money I went straight to the shop and bought one. I knew that the N64 was going to be sold in the UK soon, but I was under the impression that the new Nintendo machine was not going to be as good as my Sony console – again based on inaccurate information from my friends.

Well, after owning my PlayStation for a while and building up a collection of games which I considered were brilliant, such as *F1* and *Resident Evil*, my house was burgled. Even worse though, it was my next door neighbour and some of his mates who had done the deed. What a cheeky little runt. He is the same age as me and we have been friends for a long time; my parents even took him to school sometimes. Well he knew where everything was in my house – including the PlayStation and games – so when I came home that evening, my house was bare of all that I loved.

The thieves were caught quickly, possibly due to the fact that my dad is a policeman, but unfortunately it was too late and my property was gone – it had probably been passed on to more criminal nomads.

After this had happened I was down about having no console to play on, but as soon as the insurance money came through I started to draw up plans for buying a new console. At first I was simply going to buy another PlayStation, but due to the sudden price drop of the N64 – and the fact that I had only received a fraction of what I lost from those tight wads at the insurance office – I decided to take the plunge and buy an N64.

Well, I'll never look at a PlayStation in the same way again. The N64 is well out of its league. If the PlayStation was the equivalent of Nottingham Forest – once at the top but now falling at a rapid rate – the N64 must be the equivalent to Newcastle (not that I support them), who have the artillery in their corner, with only better times to come. The joypad and the games are just so much better than any I have encountered before – so really, the thieves have done me a favour. This still doesn't get them off the hook though, and if I saw any of them near my house again, I'd give them all a damn good thrashing.

When I bought the machine however I also got *Shadows of the Empire* – and what a let down that was. After that flop I decided I needed some professional help, so that's when I started to buy your mag and I haven't been disappointed since. Since the first flop, I have chosen to buy games depending on your reviews which, may I just say, are dead right – so keep up the good work on them.

Well I had better finish this letter because my hands have started to shake with *Mario Kart 64* withdrawal symptoms.

■ Stuart Taylor-Dover

#### The Truth...

Thanks for that interesting episode of *Crimewatch*. Because of your misfortune and excellent story telling, the star letter award this month goes to you.

I'm glad the bad guys got their comeuppance in the end – hopefully it will put a stop to their evil doings. Luckily for you things are looking up. I'm not saying I agree with the crime, but it does sound as if everything may have turned out for the best, especially since you now own a N64.

The funny thing about this whole story is that the crooks ended up with a PlayStation, so in the end all they got was an inferior console, which just goes to show crime doesn't pay. With dodgy neighbours around, I recommend taking extra special care of your new console.



### DEAR TOTAL 64

Well done on yet another brilliant magazine. I have a few questions and was wondering if you could please answer them.

1. Whilst in America on holiday, I read an N64 magazine in which there was this guy who claimed there was a cheat for *Mario 64* that enabled you to be Luigi. Is this true or is the man telling porky pies?

2. When will Acclaim be releasing *NFL Quarterback Club* on the N64 in the UK?

3. Will American games still run in black and white on a British N64 machine, even with a convertor?

4. What exactly is the British name for *Starfox 64* going to be, as places I know of have called it *The Lylat Wars* or *Starwing 64*.

5. Why does the time for *Mario Raceway* come up on *Mario Kart 64* when you push the R button on the title screen?

6. I would also like to know if this is possible on *Mario Kart*. On Yoshi Valley at the hairpin turn it is possible to jump the small gap in the road, but for the life of me I can't stay on the road and always fall off. Is it in fact possible to perform this trick correctly, or not?

Thanks very much and keep up the good work.

■ Gary Ervin - N.Ireland

### The Truth...

1. Despite many rumours stating that Luigi could be found in *Mario 64*, it appears that they were just rumours. Doctored pictures appeared on the Internet showing Luigi in the game, but he definitely isn't.

2. *NFL Quarterback Club '98* should arrive over here in the UK sometime before Christmas.

3. Fortunately most games will run in colour using a convertor, but there are some exceptions - namely *Wave Race 64* and *Starfox 64*.

New game convertors are being released all of the time to overcome these problems however, so try and find the most up to date version you can when you purchase one. The *Blaze* convertors seem to be the best at the moment, with version 3 being the latest available.

4. For some bizarre reason that only Nintendo can explain, *Starfox 64* will be renamed *Lylat Wars* in the UK.

5. We guess some crazy Japanese man thought it might be interesting for you to see your best time for *Mario Raceway* on the title screen. Okay, in other words, we don't know why this happens either!

6. The shortcut you mention is possible to do without coming off the track: when you land you can either brake hard or jump sharp left.

### DEAR TOTAL 64 LEGENDS

I would like to say that your *TOTAL 64* mag is absolutely great. With your unbiased reviews and your realistic comments, you have quickly become the buying guide for most of my games. I was in two minds about buying a Nintendo 64 or a Playstation, but after some research, and buying your mag, I was on my way towards my new girlfriend - Nintendo 64.

I agree with everyone else in the whole world - Nintendo need to bring their games out faster - and make them premium quality - otherwise I have spent approx. \$600 (about £300) on three games (*Mario 64*, *Wave Race 64* and *Turok*) and a console.

It was nice to see that Australia got a mention in issue four with our prices coming down \$100, as did yours. If you think you have got it bad in the UK, try living here - from what I can gather our games come out about one month after yours, and your mag comes out about three months after its release. In Australia we use the PAL version, so your tips in issue four on *Wave Race 64* were valuable - how dare Nintendo release a faster version of *WR 64* to America? Also, the release dates of games for Australia was also valuable. (Although they were not all that accurate because release was delayed on nearly all the games).

Anyway, I just thought you might like to hear what Australia thinks of your mag - and keep up the excellent work.

PS. Could you please tell me what it says in *Wave Race 64* after you complete a stunt? My friends and I always joke and say it says "What a gelati lover" but obviously it isn't. Also, when will your subscription be available in Australia?

■ Luke Moody - Melbourne, Australia

### The Truth...

It's unfortunate that you receive the mag three months late over there in Australia, and that the games are available even later than ours. Sorry the release dates were a bit out of touch, but I'm afraid you'll have to blame the developers for that.

Concerning your alternative *Wave Race 64* comments, I have absolutely no idea what the commentator says. It sounds something like "What a cool move", but I'm sure one of you will write in and prove me wrong.

### DEAR TOTAL 64

All of my life I have never owned a games console - sure I'd played on them a couple of times and I once rented a SNES from a video store, but I'd never actually owned one.

One day I went out to Dixons to buy a Nintendo Gameboy (which are excellent) and saw *Mario 64* up on a demo on a TV - I was amazed at its sound and graphics so I inquired about the N64. £250 was a bit out of my price range, so I tried to forget all about it. About a week later I saw an advert on TV: "N64 only £149 - get into it!" and I had to have one.

Soon after that I bought an N64 with *Mario 64* - to this day I still only have 107 power stars. I was thrilled with it, and soon went out to buy *Mario Kart 64* with an extra yellow joypad, this was excellent too. Since then I have rented most of the UK games and some imports. I liked most of them, especially *Shadows of the Empire* and *ISS 64*.

Anyway down to the questions that I have for you:

1. Why do you give *Shadows of the Empire* such a bad press, when I think it's brill - and I'm not even a Star Wars fan?

2. Is *FIFA* really that bad, 'cos it's only £30 and *ISS 64* is £60?

3. How much do you guys get paid for doing such a cool job?

■ Robbie Setz (12) - Brighton

### The Truth...

What a good choice you made in deciding to purchase a Nintendo 64 as your first ever console, well done. In return I have decided to answer your questions for you.

1. *Shadows of the Empire* did have a few good levels, but I think Lucas Arts decided to be a bit too clever and do something 'different'. The end result featured so many different styles, it turned out very disjointed indeed. Although a few people did like *Shadows*, the general feeling is that it was a fairly average game.

2. Yes, *FIFA 64* is really that bad. Put it this way - would you rather have something for £30 that you never play, or something for £60 which you play all the time?

3. Here at *TOTAL 64* we all do the job because we love it so much.

Feeling Hot, Hot, Hot!

We get sackfuls of mail every month, unfortunately a lot of the letters seem to cover the same topic. To try and escape from this, we have decided to give you a gauge of what the hot and cold topics are each month. Sending in a letter which covers the hot topics stands a greater chance of being featured in the mag.

### Hot as toast!

1. What features would you like to see in *Mario 64: Part 2*?
2. What add-ons would you like to appear that haven't already?
3. What would you like to see in *TOTAL 64*?

### Cold as ice!

1. When is the 64DD coming out?
2. My console is better than yours!
3. N64 price drop moans!





## DEAR TOTAL 64

I would like to start off by saying congratulations on the top series of excellent magazines you produce for us every month, keep up the good work.

I have been a fan of Nintendo ever since the NES arrived in the shops. I have owned both the Gameboy, NES and Super NES, so it was no surprise that I would buy the N64. When it first came out I had my doubts about it – mainly because of the lack of games available – and the price. I mean come on – not all of us could afford the £250 price tag, and that was without a game bundled in with it. So I waited for the price to drop down to an affordable one, and then within weeks all of my prayers were answered. I went down to the shops and bought one, with *Mario Kart 64* and a second coloured controller, all for just £208.98, and I have never had doubts about it since.

Recently, I have been getting a bit annoyed with my dear pride and joy because it keeps freezing up on me, especially when I'm trying to beat my time of 1.33.47 on Mario Raceway. Every time this happens I then have to reset the game and start all over again. This has happened a few times, and so I was wondering if this was a fault in the game – as I recently read somewhere that someone else had the same problem while playing *Mario Kart 64*.

PS. Please answer my question as I am interested in knowing what you think is wrong, and what I should do about it.

■ Paul Johnson - Northumberland

## The Truth...

Sorry to hear that you're having trouble with your *Mario Kart 64* cart. So far no one in the TOTAL 64 office has encountered such a problem. If you get this problem with any other N64 games, it would suggest a fault with your N64 – if it only occurs when you play *Mario Kart 64* then it would seem that the cartridge is at fault.

Either way, if this annoying fault persists, I strongly recommend taking the goods back and then making sure you get a replacement, then you can get



back to work at trying to beat some of your best times!

Artist: P. Williams



# Pics Win Prizes!



Rny Sahlman (13) Finland.



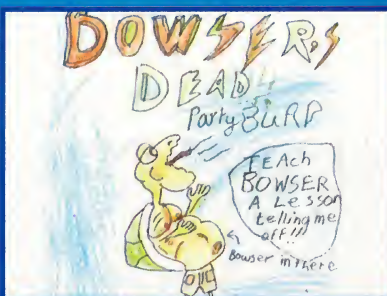
Larry Bundy Jr. Middlesex.



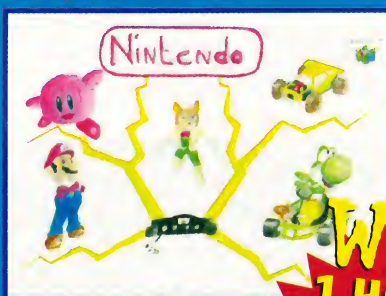
Richard Heasman (13) Surrey.



**Gary Ervin**  
(Co. Antrim)  
is this month's  
subscription winner!



Kyle Heard (10) Merseyside.



Darren Powell (13) W. Yorks.

We've had a great response to this pics section since we started it. Unfortunately we don't have room to print them all, but every issue we'll print a selection of the best we receive and award the winning artist a prize of a year's Free TOTAL 64 subscription – not bad, eh!

Just remember to include your name, address and age (somewhere other than written across your masterpiece) and if at all possible, try to use a large envelope, so that you don't have to fold it too much.

Pencils at the ready, steady, go! We look forward to receiving more of your entries and to awarding one of you a Free subscription!

**Win!**  
1 Year's  
subscription  
to  
**Total 64**



Gary Hendrie East Lothian.



### DEAR TOTAL64 MAGAZINE

I think your mag is totally out of this world, but I don't know why you gave *Shadows of the Empire* such a slaying. I think it is one of the best games on the N64. And also, why are there so many different kinds of N64 controller – what's the point?

■ Nick Merar - Surrey

#### The Truth...

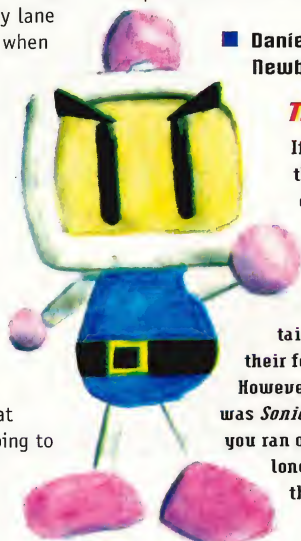
While all of us here at TOTAL 64 are huge Star Wars fans, the

fact remains the *Shadows of the Empire* just didn't do the game license any justice, although to be fair we have also had many letters from people who have thoroughly enjoyed the game.

The reason why there are so many controllers on the market is that there are presently several different companies producing peripherals for the Nintendo 64. Which one you choose to purchase is entirely up to you – why not try a few to see which you like

### DEAR FIRING LINE

You must help me! I'm on the run from Sega and they mustn't find me. You see, I was driving down a quiet country lane on Sunday evening, when I heard a large thud. I got out of my car and had a look under the wheels – to my horror there was a horrible blue mess. It was then it hit me: I had actually run over *Sonic the Hedgehog*. I quickly tossed the Sega star into the boot and drove off at great speed. What am I going to do if Sega find out? They'll kill me!



Artist: Luke Slater

■ Daniel Bolton - Newbury

#### The Truth...

If I were you, the first thing I would do is clean out your boot – it's bound to be smelling a bit by now and Sega will be right on your tail if they can smell their former star.

However, I don't think it was *Sonic the Hedgehog* that you ran over, he died a very long ago – along with the Megadrive.

Could you please print my letter, because I've never had one of my letters printed in your mag.

I love the new mag and I've got all the issues – I have just sent off for a subscription. I have a UK N64, so can you please help by answering the following questions:

1. I will soon be going over to America, and I heard the games were a lot cheaper over there. Is it worth my taking my whole life savings with me and buying a whole bundle of games and the universal convertor, or should I wait a lot longer until the games are released over here and are more expensive?

2. Would it be possible to buy a controller over there and get it to operate on my machine?

3. I have Mario 64 and *Waverace*. What game should I get next, that is not already out but will be coming out fairly soon?

4. Is it true that Nintendo have postponed the release of *Starfox 64* over here and it won't be coming out until Xmas?

5. Finally, when is the 64DD going to be released and how much will it cost when it is?

■ Matthew Southerndown - 13

#### The Truth...

1. Most of the US games you buy will almost certainly work with a universal convertor. The problem is that a few of the American and the Japanese games seem to run in black and white on a UK machine. Most unfortunately, you won't know this until you try them, so it's up to you to take the risk.

A BOMB!



Artist: Jessie Stewart

2. N64 controllers from any origin should work with absolutely no problem at all on a UK machine – the controller ports are the same on all models.

3. I would suggest... *Lylat Wars*, *Goldeneye* or *Blast Corps* – it all depends on what type of game you prefer.

4. *Lylat Wars* should be available by the time you read this, and it should also be packaged with the Rumble Pak.

5. Don't hold your breath: the 64DD probably won't see the light of day here in this country until Christmas '98.

### DEAR TOTAL 64

Well done! Frankly speaking, you are one of the best computer magazines I have ever read.

The reason I wrote to you is because – as you can let me explain first – I own a Japanese N64, which I bought from Hong Kong for roughly £200, which came along with *Mario*. I bought it a year ago now, so I think it is a bargain but when my vacation was over, just when I was getting to grips with my dream machine, I realised I'd have to play it in black and white back over here. So, I bought a kind of NTSC to PAL convertor and took this back here with me as well. This convertor works for most games but not all of them and sometimes it's a bit irritating, but sadly I recently broke it accidentally and cannot repair it.

So the reason I'm writing to you, is that I wonder whether you could help me and tell me what is the best alternative for this convertor and give me any more information associated with this matter.

I also have a great idea for your magazine, which you might not know. There are many crazy Nintendo fanatics who are in financial crisis after buying many superb games, such as *Starfox* and *Multi Racing Championship*, just like me. I'm giving this idea to you because you are the brightest of the lot – you should add an extra column telling us the price the games would be worth for part exchange and how much they cost secondhand. You should also tell us the top ten buys of the month, so we could have a clue of which are the most 'worthy to buy' games.

■ Kit Law - West Midlands

#### The Truth...

So you were one of the lucky ones who got an N64 months before its UK release. Unfortunately it seems that you have now have encountered one of the problems faced by import owners. As you were not more specific with your request for an adaptor, I'm afraid I can't help but if you go to your local electrical store and state exactly what you need, you should be able to pick one up with no problem.

Although your idea for part exchange values sounds good in theory, it really is down to the individual to get as much as they possibly can for their old games. The 'top ten buys' idea is also very good, but as everyone has different tastes it makes it very difficult. This is where the reviews round-up can help you decide, plus our top fives can give you some idea as to what we think are the current hot titles.



**TOP KARTIN****LUIGI RACEWAY**

UK Race	2'07.99	Ricky Pearson
UK Lap	0'42.55	Ricky Pearson
US Race	1'59.40	Nick Jones
US Lap	0'39.40	Nick Jones

**KALIMARI DESERT**

UK Race	2'18.84	Ricky Pearson
UK Lap	0'46.04	Ricky Pearson
US Race	2'11.11	Justin Calvert
US Lap	0'42.33	Justin Calvert

**CHOCO MOUNTAIN**

UK Race	2'15.61	Jason King
UK Lap	0'47.18	Ricky Pearson
US Race	2'04.77	Nick Jones
US Lap	0'40.64	Nick Jones

**SHERBERT LAND**

UK Race	2'22.52	Jason King
UK Lap	0'49.78	Ricky Pearson
US Race	2'10.54	Nick Jones
US Lap	0'42.08	Nick Jones

**MOO MOO FARM**

UK Race	1'37.87	Jason King
UK Lap	0'35.20	T. Mcallum
US Race	1'32.17	Miles Guttery
US Lap	0'29.42	Justin Calvert

**TOROS TURNPIKE**

UK Race	3'18.96	Ricky Pearson
UK Lap	1'04.37	Ricky Pearson
US Race	2'59.29	Justin Calvert
US Lap	0'57.28	Justin Calvert

**MARIO RACEWAY**

UK Race	1'15.98	Ricky Pearson
UK Lap	0'24.20	Ricky Pearson
US Race	1'37.63	Nick Jones
US Lap	0'31.91	Nick Jones

**ROYAL RACEWAY**

UK Race	3'11.77	Jason King
UK Lap	1'05.58	Ricky Pearson
US Race	2'58.56	Justin Calvert
US Lap	0'58.93	Justin Calvert

**KOOPA TROOPA BEACH**

UK Race	1'50.31	Jason King
UK Lap	0'40.71	Ricky Pearson
US Race	1'49.39	Miles Guttery
US Lap	0'32.91	Justin Calvert

**FRAPPE SNOWLAND**

UK Race	0'58.75	Ricky Pearson
UK Lap	0'14.21	Ricky Pearson
US Race	2'25.74	Justin Calvert
US Lap	0'42.02	Justin Calvert

**WARIO STADIUM**

UK Race	5'01.07	Jason King
UK Lap	1'44.92	Ricky Pearson
US Race	4'23.52	Justin Calvert
US Lap	1'27.03	Justin Calvert

**BOWSER CASTLE**

UK Race	2'32.14	Jason King
UK Lap	0'55.20	T. Mcallum
US Race	2'24.43	Miles Guttery
US Lap	0'47.80	Miles Guttery

**O.K. JUNGLE PARKWAY**

UK Race	2'48.87	Jason King
UK Lap	0'59.83	Ricky Pearson
US Race	No Entry	
US Lap	No Entry	

**YOSHI VALLEY**

UK Race	2'13.54	Jason King
UK Lap	0'51.70	Ricky Pearson
US Race	No Entry	
US Lap	No Entry	

**BANSHEE BOARDWALK**

UK Race	2'24.41	Jason King
UK Lap	0'48.71	Ricky Pearson
US Race	No Entry	
US Lap	No Entry	

**RAINBOW ROAD**

UK Race	6'02.46	Ricky Pearson
UK Lap	1'45.05	Ricky Pearson
US Race	No Entry	
US Lap	No Entry	

**FOXY SCORES****Corneria:** 226**Meteo:** 366**Sector Y:** 197**Aquas:** 170**Katina:** 208**Fortuna:** 86**Solar:** 114**Zone 55:** 287**Sector X:** 241**Sector Z:** 112**Titania:** 179**Macbeth:** 205**Bolus:** 207**Area 6:** 417**Venom:** 228**Total hits:** 1859**Reward:** \$115284**MAKIN WAVES**

Not content with beating everyone else, Trevor Scannell from Essex is now competing with himself and this month has actually beaten his own times!

There is just one newcomer this month, in the form of Guildford's Ben Padley, who has managed to take one record from the reigning champion anyway. Keep sending in your scores!

**DOLPHIN PARK**

Trick Score: 22416 - Trevor Scannell

**SUNNY BEACH**

Best Lap (US/Jap): 0'20.883 - Ian Thorley  
 Matthew Tighe  
 Best Race (US/Jap): 1'05.410 - Ian Thorley  
 Best Lap (UK): 0'24.887 - Trevor Scannell  
 Best Race (UK): 1'17.693 - Trevor Scannell  
 Trick Score: 20679 - Trevor Scannell

**SUNSET BAY**

Best Lap (US/Jap): 0'22.628 - Justin Calvert  
 Best Race (US/Jap): 1'11.238 - Ian Thorley  
 Best Lap (UK): 0'24.969 - Ben Padley  
 Best Race (UK): 1'23.308 - Trevor Scannell  
 Trick Score: 23953 - Trevor Scannell

**DRAKE LAKE**

Best Lap (US/Jap): 0.23.970 - Ian Thorley,  
 Best Race (US/Jap): 1'14.828 - Ian Thorley  
 Best Lap (UK): 0'28.553 - Trevor Scannell  
 Best Race (UK): 1'28.810 - Trevor Scannell  
 Trick Score: 25429 - Trevor Scannell

**MARINE FORTRESS**

Best Lap (US/Jap): 0'24.275 - Ian Thorley  
 Best Race (US/Jap): 1'21.520 - Ian Thorley  
 Best Lap (UK): 0'27.865 - Trevor Scannell  
 Best Race (UK): 1'33.716 - Trevor Scannell  
 Trick Score: 30674 - Trevor Scannell

**PORT BLUE**

Best Lap (US/Jap): 0'28.530 - Ian Thorley  
 Best Race (US/Jap): 1'28.278 - Ian Thorley  
 Best Lap (UK): 0'32.469 - Trevor Scannell  
 Best Race (UK): 1'41.505 - Trevor Scannell

Trick Score: 43747 -

Trevor Scannell

**TWILIGHT CITY**

Best Lap (US/Jap): 0'28.940 - Ian Thorley  
 Best Race (US/Jap): 1'29.906 - Ian Thorley  
 Best Lap (UK): 0'34.952 - Trevor Scannell  
 Best Race (UK): 1'47.786 - Trevor Scannell  
 Trick Score: 40412 - Trevor Scannell

**GLACIER COAST**

Best Lap (US/Jap): 0'27.468 - Matthew Tighe  
 Best Race (US/Jap): 1'29.345 - Matthew Tighe  
 Best Lap (UK): 0'32.573 - Trevor Scannell  
 Best Race (UK): 1'41.573 - Trevor Scannell  
 Trick Score: 51812 - Trevor Scannell

**SOUTHERN ISLAND**

Best Lap (US/Jap): 0'24.557 - Matthew Tighe  
 Best Race (US/Jap): 1'19.103 - Justin Calvert  
 Best Lap (UK): 0'29.416 - Trevor Scannell  
 Best Race (UK): 1'34.009 - Trevor Scannell  
 Trick Score: 30754 - Trevor Scannell

When sending in your lists of scores/times please include a photo to prove that you're not making up numbers at random, and possibly a photo of yourself which will make it into the mag if we think you deserve it!





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# Played it Play it so



Many of you out there in video game land will have owned games consoles in the past, prior to owning a Nintendo 64. I think it's fair to say that the majority of you will have owned either a SNES or even a NES as a predecessor to your new console, and although you love your new machine dearly, you will undoubtedly still have fond memories of the past. Some of the games of yesteryear were absolute classics, without a shadow of doubt, and though the big N has already transformed and still plan to transform many more of these greats to the N64, dozens of SNES and NES hits seem to have been lost along the way.

Don't get me wrong, I think Nintendo are doing a fine job on the updates they have done so far and I am sure their future efforts can equal – if not better – what they have already achieved. It's just that I seem to remember so many games, that most people would regard as classics, that have not been offered a place on the 64 bit pedestal. Already games such as *Mario Kart 64*, *Pilotwings 64* and *Starfox 64* have all proved that such games can work on a more powerful system, so why not treat some of the other oldies to a revamp?

## Super Tennis

I will begin my nostalgic look at the past with *Super Tennis*, which you may remember was one of the first games released when the SNES finally arrived in the UK. To this day no one has ever managed to recreate this simple but addictive approach to a tennis game. Owners of this fine title will also recall the excellent two player game, which still remains one of the best examples of two player fun, even after all this time.

A Nintendo 64 update of this classic tennis game has not yet been announced, but just think of what could be done to give the original *Super Tennis* a kick into the future. For starters, the most obvious feature to improve would be the graphics, as the originals were very basic to say the least. The courts could be in full 3D and viewed from any angle, rather like the some of the football games seen recently. This would enable some of the more spectacular shots and smashes to be replayed in their full glory.

Definite winning shots could be zoomed in on – apart from looking good it would annoy the hell out of the losing player.

One of the main advantages of *Super Tennis* coming to the Nintendo 64 would be the

control pad: the analogue stick could be used to direct the ball with pin point accuracy, which would give the game a real element of skill. Another advantage of the new joypad is the amount of buttons, which could all be used to produce certain types of shot, plus a run button could also be incorporated to give the player an extra boost to try and reach the ball.

So come on Nintendo, don't overlook *Super Tennis* – it's a brilliant game that deserves another touch of your magic. 64





# before? me more!

## Stunt Race FX

*Stunt Race FX* was the second SNES game to use the FX graphics chip, which was first used in *Starfox* to such good effect. The updated version of *Starfox* has gone on to become one of the finest Nintendo 64 titles available, so how and why has *Stunt Race FX* been neglected?

Just imagine the graphics on *Starfox 64*, now think back to the original *Stunt Race FX*, add just a little imagination and you can come up with a racing game that's begging to be souped-up for the N64. The biggest boon for a 64 bit edition of *Stunt Race FX* would be a four player, split screen racing game and another idea could be to include a four player battle game, similar to the one found in *Starfox 64*.

The tracks in the original *Stunt Race FX* were what made the game so challenging and addictive – although they were all fairly easy to negotiate, they took a lot of time and effort to master. Hopefully this same quality could be achieved in a new version, with secret tracks and secret modes of play as an added bonus.

The potential is there to create another Nintendo masterpiece, in fact, I can't believe no one has remembered what a class game this was. The idea is already there for the taking, so please Mr Nintendo, take the challenge and create a shiny new *Stunt Race FX* for us. **64**

## Axelay

Anyone who knows their shoot-'em-ups will remember *Axelay* as being one of the most original and best looking shooters on the SNES. Using the clever graphical tricks of the SNES, *Axelay* managed to achieve a pseudo 3D effect which worked very well indeed, and added a depth that hadn't been witnessed before.

The most memorable thing about *Axelay* were the bosses, and one in particular lingers in my memory – a big demon type character, constructed entirely from flames, who swung out his fiery arms in an effort to put an end to your mission.

End of level baddies could be a real feature in a 64 bit sequel, taking the ideas from the original and combining them with the graphical power of the N64. Character designers could have a field day designing the bosses for the update, letting their imaginations run riot on evil looking opponents. I'm sure that with the power of a new console, the developers could include fancy graphic techniques to give the end of level bosses some incredible moves and weapons.

Another feature that could be implemented is the opportunity to fully customise your ship with bombs and lasers, making certain levels easier or more difficult, depending on your choice. This idea could be carried one stage further by only allowing access to secret areas with a certain weapon, encouraging players to vary their choice.

I could go on and on about how *Axelay* could be improved, but as yet no plans to breath life back into this game have appeared, which I think many of you would agree is a great shame. **64**





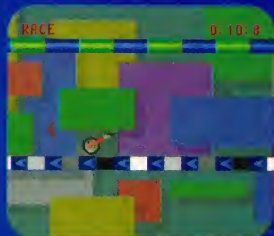
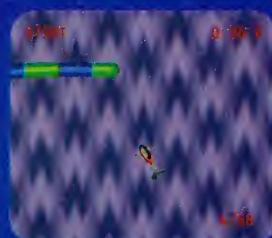
## Unirally

On the SNES this was a totally original idea – a very simple idea, but definitely original. The graphics weren't exactly brilliant but they were colourful and served their purpose. *Unirally* was in fact frighteningly addictive, and kept you coming back to beat your best times and scores time after time. A split screen two player race was where the real fun was to be had though, battling it out with a mate with only a split second deciding the winner.

The return of *Unirally* to the Nintendo 64 would be a welcome one, again because of the possibility of a four player game. Once more the analogue pad could prove priceless, letting players control the speed of the unicycle with the amount of pressure on the analogue stick. Crazy stunts could be performed by using the various buttons in combination with the control stick – the animation on these stunts would be incredible because of the sheer power of the Nintendo 64.

A 64-bit *Unirally* could also benefit from the Rumble Pak: landing from a jump could create a slight vibration, whilst crashing would send the Rumble Pak into overdrive. In the original SNES game each of the coloured tracks had various effects on your unicycle, so the Rumble Pak could also be used to give each track a slightly different vibration.

When the 64DD finally arrives, Nintendo could put this to good use by adding new tracks and sounds, and perhaps even include some different vehicles. The 64DD offers almost endless possibilities, so once again, let's hope Nintendo see fit to release a brand new *Unirally*, hopefully with Rumble Pak and 64DD compatibility. **64**



## Super Probotector

When this Konami game appeared on the SNES, it was like a breath of fresh air. At first it seemed like a regular platform shoot-'em-up but every other level featured top down sections which gave the game a new dimension. *Super Probotector* also contained some excellent end of level bosses, who often filled the entire screen. Another nice touch was that you were able to carry a different weapon in each hand and weapons were easily switched between at the touch of a button.

An N64 version could make a real feature of these weapons: imagine what the firepower of a gun could look like using the N64's complex hardware. A far wider range of weapons could also be available, with the essential secret ones that most games have nowadays.

The levels in a new version of this classic game could be made less linear by including multiple routes, with some of them being fairly obvious, while other ones were well hidden. Routes to these more difficult to find levels could only be accessed whilst players used a certain weapon or travelled in a particular vehicle, adding depth and interest.

This game seems to have been buried and forgotten, but *Super Probotector* was a pure classic and no mistake. If Konami do eventually decide to give *Probotector* a new lease of life on the N64, I for one will be dancing in the streets. Well, virtually! **64**

**CONTRA III**  
THE ALIEN WAR  
1. PLAY  
2. PLAY  
2. PLAY  
OPTION



▲ Just look at those boys go, they've got big guns and fat necks – they want some blood!



Let's attack aggressively.





## Super Punchout

Perhaps not quite so much of a classic as the others mentioned, but a top game nonetheless. *Punchout* first appeared as a Nintendo arcade game sometime in the eighties, then reappeared on the SNES a few years later, adding the familiar 'Super' to the title.

The player took control of a boxer, trying to fight his way up the ranks to become the world champion, and was viewed from a new first person perspective, which resulted in the player only actually being able to see the boxer's arms.

If Nintendo decided to transfer this to the N64 they could include a myriad of features not present in the SNES version, or the arcade original. One of the biggest drawbacks of *Super Punchout* was the lack of a two player game – I know this would be hard to achieve due to the view but surely Nintendo could come up with something. Imagine slugging it out in superb 3D on the N64 with a mate – it would surely look incredible!

Another let down was the fact that the moves for the character were very limited. Nintendo could increase the number of moves and possibly even include special signature moves for each fighter. Different playable characters could also be added to increase the longevity – only one character was playable in the previous versions. As a further addition, a training session before each fight could help improve or hinder the boxer's chances, depending on how well the training went. New techniques and moves could be learnt and overall fitness improved.

I may be expecting too much, but I really think a cool boxing game wouldn't go amiss on the Nintendo 64. I'm sure, knowing Nintendo, that they would include far more than I can even begin to imagine – so roll on *Punchout 64*. **64**

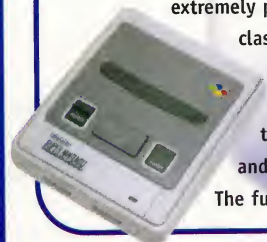


## SNES Vs. N64



As you can see, the SNES had some of the most innovative software available on the home market. So, we ask the question: is the SNES better than the N64? Obviously the graphical capabilities of the N64 are far superior to that of its baby brother, but we think that the SNES can still hold its own against the N64 in terms of gameplay. Just look at games such as *Mario World* and *Yoshi's Island*, which took the platform genre to another level. You could also argue that *Starfox 64* is nothing more than a graphically superior version of *Starwing* on the SNES. And you, these games were released well into the SNES' lifespan and the N64 is only just starting out – it has not entered its second generation of games yet.

With games such as *Goldeneye* you can see that designers are finding a way to use the 3D power of the N64 to produce innovations in gameplay and not just graphics. The future of the N64 looks extremely promising with (ironically) updates of such classic SNES games such as *Zelda 64*, *Yoshi's Story* and *Castlevania 64* set to break new boundaries in game design. Also, look out for totally new games like *Jungle Emperor Leo* and many of the 64DD games that are planned. The future is bright, the future is Nintendo.



So there you have it, a few of the old games that, in my eyes, are crying out for a bit of 64-bit attention. Hopefully someone will read my pleas and take notice. What do you, the readers think? Would you like to see any of these games on the Nintendo 64 – or have you got some other ideas for reworking old SNES classics? I'm sure there are many excellent games that I've forgotten, that deserve to be mentioned. Write in with your ideas to the usual address... if there are some particularly good suggestions, they may even get printed in the mag. **64**



New boy Ali is a bit of a handful – let's hope *Super Punchout* does get the N64 star treatment soon, or we might all end up being used as human punch-bags!



# mario

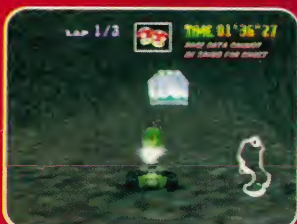
Back in issue 4 we presented you with a shortcut guide to *Mario Kart 64* and since then it seems that even more new shortcuts have been uncovered by some of our readers. Special thanks to Andrew Teague of Erindale, Australia for

## Luigi Raceway



This sly shortcut is extremely difficult to pull off every time but it can cut off the huge final corner of any lap. As you exit the tunnel a grey wall can be seen, this wall then joins a brick wall. Use a mushroom and speed towards the brick wall – you must position your kart about an inch from the left of the wall – and as soon as you reach the wall press jump. The kart will get stuck on the wall, however Likitu will pick you up and place you almost at the finish line.

## Koopa Beach



I know we've mentioned this cheat before, it's a very obvious one but it is in fact possible to enter the cave without the aid of a mushroom. All that's required is a little jump at the very peak of the jump ramp – if you time this correctly you should sail into the cave with no problems.

## Kalmari Desert



Follow the track as normal until you reach the second section of railway line, then as soon as you've passed it use a speed boost and turn hard left. You will travel over the sand, cutting off a large corner. To get an even faster lap use a turbo slide to get back on the track.





# Kart

his excellent guide. Beware though — some of these new cheats take a lot of practice to do correctly, so a bit of patience is vital if you really want to cheat your way to the top of the karting high score table — good luck!

## Toad's Turnpike



Look on the map and drive along to the junction — when you reach this part of the course turn hard right and jump into the barrier. If successful, your kart should get caught in the barrier and Likitu will come and fish you out. Wait until Likitu drops you back down and immediately press A and B, hold right on the joy pad and when your kart turns right to face the barrier again, release button B. Now comes the tricky part — you must time your jump perfectly so that your kart leaps over the barrier. If done correctly, you will land in a lake and Likitu will rescue you once more, although this time he will place you much further along the track.

## Choco Mountain

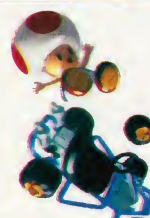


Travel all the way around the track until you jump over the big hump, which is located just before you reach the corner with the falling boulders. Up above, to your left, there is a barrier shielding another part of the track — turn to face this section and use a mushroom. As soon as you hit the wall press the jump button and you will land on the other side of the barrier. This cuts out that awkward corner of the track where the boulders drop.

## Frappe Snowland



This one is excellent: once learnt lap times of under 20 seconds are possible. At the beginning of the race, instead of going forwards, turn around and go back to the wooden bridge. Now turn around once more and go back towards the finish line. However, instead of using the track you must jump on the snow to the right and travel along until you pass the goal post. Now go deeper into the snow and Likitu will eventually pick you up, then place you right in front of the finishing line. The most important thing to remember about this shortcut is not to touch any of the track once you leave the bridge.







## Mario Raceway



This is probably the most famous cheat of all, and there are two different variations. Speed around the first few corners until you come to a section on the right, which is raised slightly above the rest. You must now turn hard right and use a speed boost, then as you reach the highest point of the track jump, and you will sail over the wall. Which of the two shortcuts you take is determined by which side of the central wall you jump to – going to the right hand side of the wall will achieve the best result.

## Mario Stadium



As soon as you start this race, head towards the left of the first mound, jump at the very peak of the mound and you will land on the other side cutting out almost half of the track. There is a second, more difficult part to this cheat, which involves jumping back over the wall at full speed. Line yourself up with the finish line and head straight towards the wall – if you jump at the last minute you will go back over. Make sure that you land behind the finish line though, or you will end up doing the whole lap again.

## Royal Raceway



About three quarters of the way around the track you climb a long ramp with two turbo boosts. When you reach the top of this ramp, jump hard left and you will soar over the water and crash on the bank at the other side. Likitu will pick you up from out of the water and place you a few yards from the finishing line.







## Jungle Parkway



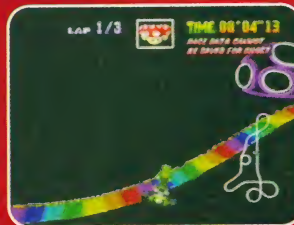
Near the beginning of this level you will notice a ramp that circles around. Instead of wasting time following this ramp, use one of your valuable mushrooms to jump the fence located on the grass and you will land almost at the top of the ramp.

## Yoshi Valley



It's up to you to find the shortest way through the maze on this level, however there is a cheat that lets you cut out the hairpin corner altogether. If you glance at the map you will notice that the tracks come very close together on this particular corner – you can jump over this section even without the aid of a speed boost. As you land be sure to turn hard left to make sure you don't come to a nasty end by falling off the cliff.

## Rainbow Road



At the very start of this level there is a huge drop that makes you feel like you're floating when you fall down it. If you turn sharply left, then jump just as you feel your kart beginning to fall, you will travel to a lower part of the track. When you land be sure to slam on your brakes or else you are likely to bounce straight of the track again. The only benefit of this cheat is that it makes the most boring track in the game a fair bit shorter.







**It's out there!**





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# Goldeneye Competition!

This issue of TOTAL 64 has given *Goldeneye* the highest rating that we've given so far. To mark this occasion we have put together a competition to celebrate.

The lucky winner of this competition will receive a Nintendo 64 with a copy of *Goldeneye*. To get the full benefit from this game you will need to play the multiplayer game, so we've decided to throw in four joypads. As if this wasn't enough, the winner will also get a widescreen *Goldeneye* video to watch in those non-gaming hours.

1. How many different actors have played James Bond?

2. Who, or what, is *Goldeneye*?

3. Name two other Rare games on the N64

#### Tie breaker

In no more than ten words complete this sentence:  
'I would like to be James Bond because...'

Simply answer the questions and complete the tie-breaker on the back of a postcard or sealed down envelope to reach us by the 5th Dec to:

'Goldeneye Compe'

Total 64, Rapide Publishing,

1 Roman Court, 48 New North Road, Exeter, Devon

EX4 4EP

Alternatively, you can email your entries to:

[total64@rapide.co.uk](mailto:total64@rapide.co.uk)

Employees of Rapide Publishing and participating companies are strictly forbidden from entering. The editor's decision is final, he will not change his mind even if you send him huge amounts of chocolate and promise to subscribe - although it's always worth a try! Winners' names will appear in a future issue of TOTAL 64 - along with all of the usual top news and reviews.





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**Total 64**



# The Cheat Zone



Our new slimline cheat zone is as jam packed as ever with all the tips and cheats you'll ever need to get the most from your N64 collection. Enjoy...

## Cruis'n USA

Some cheats to add that much needed breath of new life into the rather ordinary racer. They don't help out that much but if you did buy it, these might cheer you up a bit.

### Access to the Other Courses

By doing this cheat you'll have access to three of the levels that you race on when you 'Cruise the USA' but don't normally have access to on the regular, individual level select screen. This way you can race on the boards to try to beat your record times without having to cruise the whole of the USA first.

The first thing you must do is go to the course select screen. Now hold down the following button combinations for different areas:

Golden Gate Park - Left C, Bottom C and L

(on top of the controller)

Indiana - Top C, Right C and L (on top of the controller)

San Francisco - Right C, Bottom C and L

(on top of the controller)

### Access the Hidden Cars

You can select from a Jeep, Police Car and School Bus. The first thing you must do is go to the car selection screen. Now hold down Top C, Left C and Bottom C all at the same time. If you hold down those buttons over the '63 Muscle Car (the leftmost car) then you can choose the Jeep.

If you hold down those buttons over the La Bomba (second from the left) then you can choose the School Bus.

If you hold them down over the Devastator VI (the grey car which is third from the left) then you can choose the Police Car. Holding those buttons down over the rightmost car will do nothing.

### Flashing Lights with Siren

The first thing you must do is select the Police Car or the School Bus. Next you can pick any track to race on. You must get a "Hot Time" on that course. After you put your initials in on the "Hot Times" screen, you must go all the way to the bottom of the "Hot Times" list. Now hold left for about 35 seconds (you'll see the rollers moving to the left). If you choose the police car or school bus, get a hot time and you're at the bottom of the list, a rather spooky disembodied head will come rolling across the screen, saying "I love this job." Exit the "Hot Times" screen and choose another board to race on. Once you've begun the actual race, press Brake, Brake, Accelerate fairly quickly. If you did everything correctly, the lights on your police car will be flashing and your siren will be going off, or the lights on the school bus will be going off.

### Nitro Boost

This code is activated in the same way as the "Flashing Lights with Siren" code below. Get your name on the "Hot Lists," scroll to the bottom of the list, then hold down the left button for about 35 seconds, until the head comes rolling across the screen again. Using any car in any race, you can now get a Nitrous Boost by pressing Brake, Brake, Brake, Gas, Brake, Gas.

Please note: you can only use this once for every checkpoint passed. **64**

## Dark Rift

New Intro New Intro New Intro

### Play as Sonork

At the title screen hit: L, R, Top C, Bottom C, Left C, Right C.

### Play As Demitron and Sonork

At the title screen hit: A, B, R, L, Bottom C, Top C.

### See The Character Endings

Aaron: At the title screen hit: Up, Left C, R, Right, Down, R, R, Left C.

Demonica: At the title screen hit: Up, Left C, R, Right, Down, R, R, Top C.

Demitron: At the title screen hit: Up, Left C, R, Right, Down, L, L, Bottom C.

Eve: At the title screen hit: Up, Left C, R, Right, Down, R, R, Right C.

Gore: At the title screen hit: Up, Left C, R, Right, Down, R, R, Bottom C.

Morphix: At the title screen hit: Up, Left C, R, Right, Down, R, R, B.

Niiki: At the title screen hit: Up, Left C, R, Right, Down, R, R, A.

Scarlet: At the title screen hit: Up, Left C, R, Right, Down, L, L, Left C.

Sonork: At the title screen hit: Up, Left C, R, Right, Down, L, L, Top C.

Zenmuron: At the title screen hit: Up, Left C, R, Right, Down, L, L, Right C. **64**



## Doom 64

Demons getting you down? Monsters making you mad? Fear not! Here come the Total 64 team, armed with some top level codes and a secret super password

### Skill Level — Be gentle!

Level 02: cdp8 9bj2 68zt svk?

Level 03: cxm8 9bjy 681t jvk?

Level 04: ddk8 9bjt 683s 9vk?

Level 05: dxh8 9bjp 685s 1vk?

Level 06: dfd8 9bjk 687s svk?

Level 07: fxc8 9bjf 689s jvk?

Level 08: gd78 9bc? 69br ?bk?

Level 09: gx88 9bc6 69dr 2bk?

Level 10: hd68 9bc2 69gr tbk?

Level 11: hx48 9bcy 69jr kbk?

Level 12: jd28 9bct 69lq ?bk?

Level 13: jx08 9bcp 69nq 2bk?

Level 14: kdy8 9bck 69qq tbk?

Level 15: kxw8 9bcf 69sq kbk?

Level 16: lft8 9bb? 69vp ?vk?

Level 17: lyr8 9bb6 69xp 2vk?

Level 18: mfp8 9bb2 69zp tvk?

Level 19: mym8 9bby 69ip kvk?

Level 20: nfk8 9bbt 693n ?vk?

Level 21: nyh8 9bbp 695n 2vk?

Level 22: pff8 9bbk 697n tvk?

Level 23: pyc8 9bbf 699n kvk?

Level 24: qf78 9bf? 6?bm ?bk?

Level 25: qy88 9bf6 6?dm 2bk?

Level 26: rf68 9bf2 6?gm tbk?

Level 27: ry48 9bfy 6?jm kbk?

Level 28: sf28 9bft 6?ll ?bk?

Level 29: sy08 9bfp 6?nl 2bk?

Level 30: tfy8 9bfk 6?ql tbk?

Level 31: tyw8 9bff 6?sl kbk?

Level 32: vbt8 9bd? 6?vk 9vk?

### Skill Level — Bring it on!

Level 02: cjpr 9bj1 68z? qvk?

Level 03: c1mr 9bjx 681? gvk?

Level 04: djkr 9bjs 6839 7vk?

Level 05: d1hr 9bjn 6859 5vk?

Level 06: fjfr 9bjj 6879 qvk?

Level 07: f1cr 9bjd 6899 gvk?

Level 08: gj7r 9bc9 69b8 8bk?

Level 09: g18r 9bc5 69d8 0bk?

Level 10: hj6r 9bc1 69g8 rbk?



Level 11: h14r 9bcx 69j8 hbk?  
 Level 12: jj2r 9bcs 69l7 8bk?  
 Level 13: j10r 9bcn 69n7 0bk?  
 Level 14: kjyr 9bcj 69q7 rbk?  
 Level 15: k1wr 9bcd 69s7 hbk?  
 Level 16: lktr 9bb9 69v6 8vk?  
 Level 17: l2rr 9bb5 69x6 0vk?  
 Level 18: mkpr 9bb1 69z6 rvk?  
 Level 19: m2mr 9bbx 69b6 hvk?  
 Level 20: nkkr 9bbs 6935 8vk?  
 Level 21: n2hr 9bbn 6955 0vk?  
 Level 22: pkfr 9bbj 6975 rvk?  
 Level 23: p2cr 9bbd 6995 hvk?  
 Level 24: qk7r 9bf9 67b4 8bk?  
 Level 25: q28r 9bf5 67d4 0bk?  
 Level 26: rk6r 9bf1 67g4 rbk?  
 Level 27: r24r 9bfx 67j4 hbk?  
 Level 28: sk2r 9bfs 67l3 8bk?  
 Level 29: s20r 9bfm 67n3 0bk?  
 Level 30: tkyr 9bfj 67q3 rbk?  
 Level 31: t2wr 9bfd 67s3 hbk?  
 Level 32: vgr 9bd9 67v2 7vk?

### Skill Level — I own Doom!

Level 02: cnn8 9bj0 680t nvk?  
 Level 03: c5l8 9bjw 682t dvk?  
 Level 04: dnj8 9bjr 684s 5vk?  
 Level 05: d5g8 9bjm 686s xvk?  
 Level 06: fnd8 9bjh 688s nvk?  
 Level 07: f5b8 9bjc 687s dvk?  
 Level 08: gn98 9bch 69cr 6bk?  
 Level 09: g578 9bc4 69fr ybk?  
 Level 10: hn58 9bco 69hr pbk?  
 Level 11: h538 9bcw 69kr fbk?  
 Level 12: jn18 9bcr 69mq 6bk?  
 Level 13: j5z8 9bcm 69pq ybk?  
 Level 14: knx8 9bch 69rq pbk?  
 Level 15: k5v8 9bcc 69tq fbk?  
 Level 16: lps8 9bb8 69wp 6vk?  
 Level 17: l6q8 9bb4 69yp yvk?  
 Level 18: mpn8 9bb0 690p pvk?  
 Level 19: m6l8 9bbw 692p fvk?  
 Level 20: npj8 9bbr 694n 6vk?  
 Level 21: n6g8 9bbm 696n yvk?  
 Level 22: ppd8 9bbh 698n pvk?  
 Level 23: p6b8 9bbc 697n fvk?  
 Level 24: qp98 9bfb 67cm 6bk?  
 Level 25: q678 9bfa 67fm ybk?  
 Level 26: rp58 9bfo 67hm pbk?  
 Level 27: r638 9bfw 67km fbk?  
 Level 28: sp18 9bfr 67ml 6bk?  
 Level 29: s6z8 9bfm 67pl ybk?  
 Level 30: tpx8 9bfh 67rl pbk?  
 Level 31: t6v8 9bfc 67ti fbk?  
 Level 32: vls8 9bd8 67wk 5vk?

### Skill Level — Watch me die!

Level 02: csnr 9bjz 680? lvk?  
 Level 03: c9lr 9bjv 682? bvk?  
 Level 04: dsjr 9bjq 6849 3vk?  
 Level 05: d9gr 9bjl 6869 vvk?  
 Level 06: fsdr 9bjg 6889 lvk?  
 Level 07: f9br 9bjb 6879 bvk?  
 Level 08: gs9r 9bc7 69c8 4bk?  
 Level 09: g97r 9bc3 69f8 wbk?  
 Level 10: hs5r 9bcz 69h8 mbk?  
 Level 11: h93r 9bcv 69k8 cbk?  
 Level 12: js1r 9bcq 69m7 4bk?  
 Level 13: j9zr 9bcl 69p7 wbk?  
 Level 14: ksxr 9bcg 69r7 mbk?  
 Level 15: kv9r 9bcd 69t7 cbk?  
 Level 16: ltsr 9bb7 69w6 4vk?

Level 17: l7qr 9bb3 69y6 wvk?  
 Level 18: mtr 9bbz 6906 mvk?  
 Level 19: m2lr 9bbv 6926 cvk?  
 Level 20: ntjr 9bbq 6945 4vk?  
 Level 21: n7gr 9bbi 6965 wvk?  
 Level 22: ptdr 9bbg 6985 mvk?  
 Level 23: p7br 9bbb 6975 cvk?  
 Level 24: qt9r 9bf7 67c4 4bk?  
 Level 25: q77r 9bf3 67f4 wbk?  
 Level 26: rt5r 9bfz 67h4 mbk?  
 Level 27: r73r 9bfv 67k4 cbk?  
 Level 28: st1r 9bfq 67m3 4bk?  
 Level 29: s2zr 9bfl 67p3 wbk?  
 Level 30: ttxr 9bfg 67r3 mbk?  
 Level 31: t7vr 9bfb 67t3 cbk?  
 Level 32: vqsr 9bd7 67w2 3vk?

### Super Password

Entering this code on the password screen will start you on the very last level with 100 health, 200 armour, all weapons, full ammo, backpack and the three pentagram items that enhance your laser gun, making it three times more powerful than the BFG9000. This weapon can apparently kill the last boss in four seconds.

The pentagram items also let you use the three switches in the last level (to close the gates that spawn the monsters) and makes the laser shoot more quickly and strongly.

**W93M 7H20 BCYO PSV8**

Credit goes out to Justin McWilliams for most of the Doom 64 stuff. Visit his website at: <http://www.geocities.com/Paris/7499/index.html>

## Hexen 64

To access the Cheat menu simply pause the game and enter the following combination: Top C, Bottom C, Left C, Right C. The word Cheat should now appear at the bottom of the menu. By selecting this you'll see a list of cheats, although each of these requires another combination to be entered (quickly).

### Invincibility

Left C, Right C, Bottom C.

### Walk through walls

Top C (20 times), Bottom C.

### Level select

Left C, Left C, Right C, Right C, Bottom C, Top C.

### Kill all enemies

Bottom C, Top C, Left C, Left C.

### Full health

Left C, Top C, Bottom C, Bottom C.

Entering the Collect sub-menu will give you another list of cheats, again requiring their own combinations.

### All Keys

Bottom C, Top C, Left C, Right C.

### Full health

Top C, Right C, Bottom C, Top C.

### Full health

Right C, Top C, Bottom C, Bottom C.

### Full health

Top C, Left C (three times), Right C, Bottom C (two times). **64**

## Killer Instinct Gold

Get all the bonus options — without having to have your butt kicked every time!

### Access All Options

To be able to access all of the game's level options without beating the game on the higher difficulty levels, wait for the character profiles to come up. Now press Z, B, A, L, A, Z. (That's the L button on top left of the controller). The announcer will say "Perfect" if you did it correctly.

### See the Ending Credits Without Beating the Game

To check out the ending credits without beating the game (note: the credits only, you do not see any character's ending) wait for the character profiles to come up. Now press Z, L, A, Z, A, R. (That's the L and R buttons on top of the controller.) You'll see the game's credits come up if you did it correctly.

### Play as Gargos!

To play as Gargos, wait for the character profiles to come up. Now press Z, A, R, Z, A, B. (That's the R button on top of the controller.) Gargos will laugh if you've done it right.

### Play on the Sky Stage

To access the Sky Stage, both players must press Down + MK when they select their character. All subsequent battles will then continue to be on this stage until you decide to select a different battle arena. **64**

## J-league / I55 Soccer

Probably the best football game ever has just got a little bit sillier!

### Two New Teams

There are two ways that you can get these two new teams. Firstly, you could play through and beat the league mode — which is bleeding hard — or alternatively simply enter the following code at the title screen:

Up, L, Up, L, Down, L, Down, L, Left, R, Right, R, Left, R, Right, R, B, A and then hold down Z and press Start. Now, that was much easier, wasn't it?

### Big Head Players

To increase the size of your players' heads, a la NBA Jam, just enter the following code at the title screen: Top C, Top C, Bottom C, Bottom C, Left C, Right C, Left C, Right C, B, A, and then hold down Z and press Start. This doesn't change the gameplay but is nicely daft! **64**

## Super Mario 64

Some bizarre secrets, all contained in the best platform game ever!

### Hat Trick

Go to Snowman's Land (Course 10). Once you're there, get to the snowman's head, as if you were about to cross the ice bridge with the big penguin's help. Now, go ahead and let the snowman's breath blow you off the bridge. Your hat will fall off — don't go and pick it up! Take Mario past the grey star spot, the small pop-up snowman, and towards the two pine trees. The second tree of the two is a teleport, so use it. Now step back and teleport again — do this at least three times.

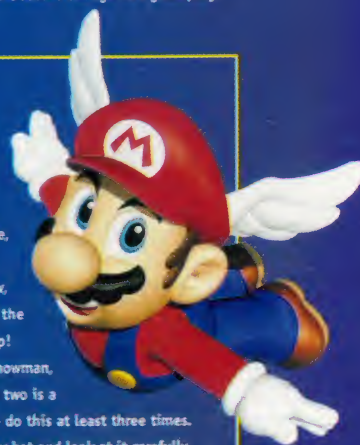
Once you've teleported a few times, go back to your hat and look at it carefully. Examine it from all sides. What you'll see is a bunch of hats stacked up on each other. Pick up one hat and Mario will put it on his head, whilst the other hats will stay on the ground! Now, pick up the other hats and Mario can now carry them all around with him!

He can now kill baddies with them, plus he won't put it back on until you either teleport with him, get a star, or leave the level — plenty of time for fun!

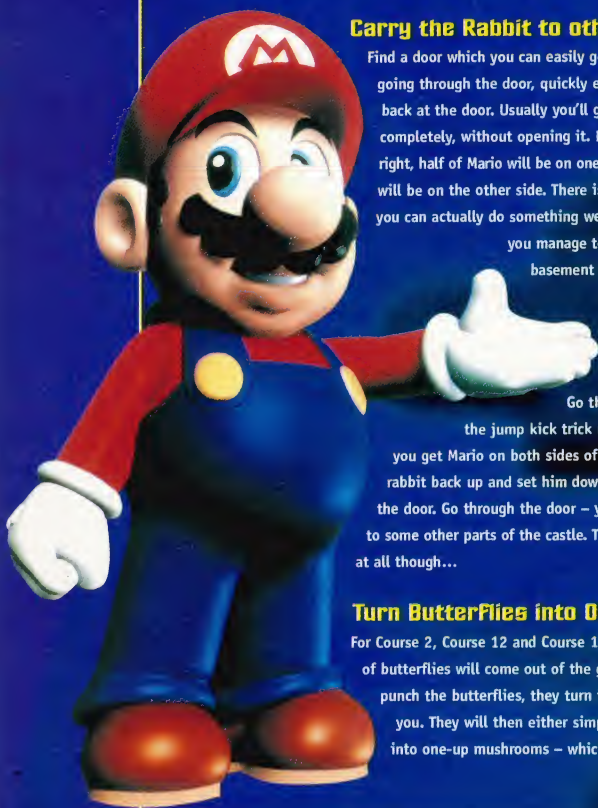
### Control the Ending Camera

During the ending sequence after you beat Bowser, you can control the camera if you have a second controller plugged in.

Using controller two's analogue control stick you can move the camera in many different ways during the sequence with the Princess and also during the re-cap of the levels you've seen. *continued overleaf* >







### Carry the Rabbit to other areas

Find a door which you can easily go in and out of. After going through the door, quickly execute a jump kick, back at the door. Usually you'll go through the door completely, without opening it. However, if you time it right, half of Mario will be on one side and his other half will be on the other side. There is a situation in which you can actually do something weird with this trick. If you manage to find the rabbit in the basement and catch him, don't collect his star. Instead, carry him to a door and put him down just in front. Go through the door and try the jump kick trick mentioned above until you get Mario on both sides of the door. Now pick the rabbit back up and set him down on the other side of the door. Go through the door – you can carry the rabbit to some other parts of the castle. This serves no real point at all though...

### Turn Butterflies into One-Ups

For Course 2, Course 12 and Course 13. Sometimes a bunch of butterflies will come out of the grass or trees. If you punch the butterflies, they turn into bombs that chase you. They will then either simply explode or else turn into one-up mushrooms – which is always handy! **64**

## Mario Kart 64

A couple of cheats to spice up your copy of *Mario Kart 64* – not that you could really improve on this Fella!

### Race Against Course Ghosts

*Mario Kart 64* has three perfect time trial boards. Secretly programmed into the game are some 'course ghosts' that represent the development team's best time trial runs for those boards. The ghosts will follow the path that corresponds with their time.

First go into the Time Trial mode and pick your player. Next, choose one of the levels below and get a time better than listed.

Luigi Raceway – under 1'52"00

Mario Raceway – under 1'30"00

Royal Raceway – under 2'40"00

The course ghosts are automatically saved to your cartridge.

### Boost Trick

Hold down the R button to slide around a corner and, continuing to hold down the button, 'steer' the joystick to the opposite direction and back. If done correctly, the smoke will change from white to yellow. Repeat the 'steering' motion and the smoke should change from yellow to red. Once the smoke is red, let go of the R button. If you have your speedometer on-screen, you'll notice your speed go up for a few seconds.

### Mirrored Tracks

Gain a first place position on every cup in the 150cc class. After you reset your machine, the title screen should have changed. Now go into GP mode and you'll find a new option – extra. Wham, bam – you can now race on mirrored tracks!

### Speed Burst

As soon as the starting lights turn blue, hit the gas and hold it. You should now be able to achieve the speed burst that you need to get ahead! **64**

## NBA Hangtime

Show off to all your mates with all the cheats you'll ever need for the *NBA's* version of the classic basketball game, *NBA Jam*.

### Player Clones

Fancy having two Dennis Rodmans on one team (and double the cack hairdos)? By using this code, you can now achieve your goal by cloning your player. To access a clone, just enter their last name – see list below – and "0000" for the PIN number. For example, enter Rodman as your name and 0000 as your PIN to access the clone. Here's a listing of all of the duplicate players available:

Ahrdwy	(Penny Hardaway)
Cliff	(Cliff Robinson)
David	(David Robinson)
Dream	(Hakeem Olajuwon)
Elliot	(Sean Elliot)
Ewing	(Patrick Ewing)
Glenn	(Glenn Robinson)
Ghill	(Grant Hill)
Hgrant	(Horace Grant)
Johnsn	(Larry Johnson)
Kemp	(Shawn Kemp)
Kidd	(Jason Kidd)
Malone	(Karl Malone)
Miller	(Reggie Miller)
Motumb	(Dikembe Mutumbo)
Mourng	(Alonzo Mourning)

Mursan	(Gheorghe Muresan)
Pippen	(Scottie Pippen)
Rodman	(Dennis Rodman)
Rice	(Glen Rice)
Smits	(Rik Smits)
Stackh	(Jerry Stackhouse)
Starks	(John Starks)
Webb	(Spud Webb)
Webber	(Chris Webber)

### Hidden Players

As with *NBA Jam*, you can access a huge amount of secret player characters, some of which are a tad bizarre!

The name that you should enter is in bold. The PIN number you need to enter is in yellow.

Amrich (Dan Amrich)	2020
Bardo (Bardo)	6000
Carlos (Carlos Pesina)	1010
Daniel (Dan Thompson)	0604
Danr (Dan Roan)	0000
Divita (Sal Divita)	0201
Eddie (Eddie Ferrier)	6213
Eugene (Geer)	6767
Jamie (Jamie Rivett)	1000
Japple (Japple)	6660
JC (John Carlton)	0000
Jfer (Jennifer Hedrick)	0503
Jonhey (Jon Hey)	6000
Kombat (Ed Boon)	0004
Marty (Martinez)	1010
Mednik (Mednik)	6000
Minife (Minife)	6000
Morris (Air Morris)	6000
Mortal (John Tobias)	0004
Munday (Larry Munday)	5432

MXV (Vinikour)	1014
Nick (Nick Ehrlich)	7000
Nfunk (Neil Funk)	0101
Patf (Pat Fitzgerald)	2000
Perry (Matthew Perry)	3500
Quin (Kevin Quinn)	0330
Root (John Root)	6000
Shawn (Shawn Liptak)	0123
Sno (Sheridan Oursler)	0103
Turmel (Mark Turmell)	0322

### Access Secret Play Modes

The following codes are entered at the "Tonight's Matchup" screen. You use the Turbo button to control the first number, the Shoot button to control the second number, and the Pass button to control the third number. Basically, it's much like the Kombat Kodes on *MK Trilogy*.

025 – Baby Sized Players
048 – No Music
111 – Tournament Mode
120 – Fast Passing
273 – Stealth Turbo
390 – No Pushing
461 – Unlimited Turbo
552 – Hyper Speed
610 – No Codes Allowed
616 – Block Power
709 – Quick Hands
802 – Maximum Power
937 – Goal Tending

### Further secret codes

To enter all of the following codes, just enter the sequences below whenever the

screen switches from team select over to "Tonight's Matchup". The cheat box should flash if you have entered them correctly.

Big Heads
Hold Up, press Turbo and Pass at same time
Huge Heads
Up, Up, Pass, Turbo
Shot Percentage On
Rotate D-Pad clockwise, starting with Up
No Tag Arrow
Left, Left, Pass, Turbo
No Drift
Down, Down, Shoot, Turbo
No CPU Assistance
Hold Right (on the D-Pad) and press Pass, Pass
Rooftop Jam
Hold Left, then press Turbo three times
All-American Basketball
Hold Right (on stick) and press shoot, turbo, pass

### Random Team Select

To have your team selected for you (you lazy people!) press Up and Turbo at the team select screen and the hard choice will be made.

### Change Rodman's hair colour

While at the team selection screen, go to the Chicago Bulls and press the PASS button to change the big man's hair to different colours. **64**



## Pilotwings 64

Excellent Flying sim, excellent cheats and of course, an excellent cheat section!

### Find the Birdman Stars

To play as the birdman, fly through one of the special stars located on the following levels.

**Holiday Island** – Found under the natural arch on the beach.

**Crescent Island** – Found in a hidden cove on the beach.

**Little States Island** – In Central Park in New York.

**Arctic Island** – Deep inside the cave at the base of the waterfall.

We suggest that you use the Jet-Pac to find these areas.

### Get a Perfect 100 on

#### Jumble Hopper

Jump between the building you start on and the building in front. You should notice a doorway on the building in front. Go through this into the Nintendo building and out of the other doorway. As you leave the building you will be teleported to near to the end of the level. You can get a top score of 100 every time. **64**

## Shadows of the Empire

Maybe it is worth collecting all those pesky challenge points in this awful Star Wars cash in!

### Challenge Points

Collect all the challenge points on the Easy setting – during the game hold down the camera button for five seconds and you get the Leebos Scanner

Collect all the challenge points on the Medium setting and during the SkyHook Battle stage hold down the camera button for five seconds and you can fly as an X-Wing.

Hold down the button for another five seconds and you can fly as a TIE Fighter. If you hold down the button for another five seconds after that, you'll go back to the Outrider.

Collect all the challenge points on the Hard setting and in the game you will get invincibility for 30 seconds and start with all weapons.

Collect all challenge points on Jedi setting and the Wampas from the "Escape from Echo Base" stage will follow you and attack your enemies for you. **64**

## Turok: Dinosaur Hunter

Here are some excellent cheats for one of the best games we have ever seen. Now all the secrets are yours for the picking. Alas, we haven't got a cheat to stop those bleeding T-Rexs from scaring the pants off you!

Here are some codes for Turok that you should enter at the cheats screen:

**DLKTDR** – Pen and Ink Mode (black and white wireframes)

**SNFFRR** – Disco Mode (strobe lights and disco dancing enemies)

**FRTHSTHTRLSCK** – Infinite Lives

**THBST** – Gallery (view, scale and rotate all 3D enemies)

**FDTHMGS** – Show Credits

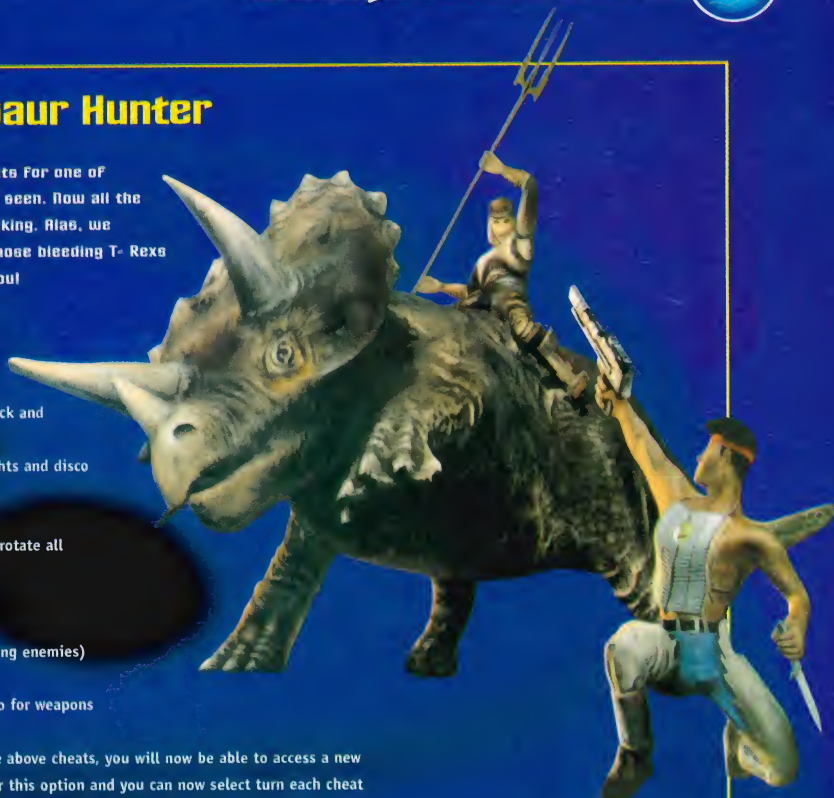
**THSSLKSL** – Spirit Mode

(gives invincibility and slow moving enemies)

**CMGTSMMGGTS** – All Weapons

**BLTSSRRFRND** – Unlimited Ammo for weapons

After you have entered one of the above cheats, you will now be able to access a new option called "Cheats Menu." Enter this option and you can now select turn each cheat ON/OFF. **64**



## Wave Race 64

Ever fancied riding on the back of a dolphin? Well here's your chance. Well, as long as you follow our words that is!

### Reverse Tracks

To open up the "Reverse" mode, you must get a first place overall on the Expert level of difficulty. After that a new, fourth option called Reverse will appear underneath Expert. You will now be able to race backwards on the tracks.

### Massive Scores

To rack up huge amounts of points on the stunt courses, press the pause button as soon as you complete a stunt. If you do it right, all the sounds should stop except for the announcer's usual inane banter. Usually if you press pause at the exact moment you hit the water, you should be OK, but the idea is to press pause the instant the announcer starts wailing. If you do it right, you should get tons of points, racking up massive scores for easy tricks.

### Use the Same Racer in

#### Two-Player Mode

This cheat allows both players to have the same racer and the same outfit in the two player mode. First, use controller two to decide which racer you are going to use in

the Vs. Mode, and make sure that the first player's cursor is on an adjacent racer. Press up on controller two and press Start to have player one's default colour.

Now, on controller one, press right (or left) and Start at almost the same time. If you do this correctly, you can start the race with both players having the same outfit.

### New Stunts

#### Double Flip Stunt

First get some speed with the jet ski. When you are on the ramp, tap up at the top of the ramp and hold down to do your flip.

Instead of making the character do one complete flip, hold the down button longer so that he does another turn. If you have done it correctly he will land perfectly and ride on without falling off.

#### Helicopter Stunt

This is a variation of the flip, where you spin sideways. When you are on the ramp, turn sharply diagonal left-up or diagonal right-up, then hold down to do a sideways flip.

#### Helicopter into a Flip Stunt

Do the helicopter stunt as listed above but hold the down button for longer. It will look like he does a helicopter move, but then he will rotate so he's in an upright position and do another flip.

#### Triple Flip

You need a lot of speed and a lot of air to do this. Tap up at the top of the ramp, start doing the flip and hold down. You need a

lot of speed for this one, so do not try to do any turns as they will slow you down or stop you completely.

### Dolphin Racer!

To be like that horrible kid in Flipper, follow these directions.

Select the Stunt Mode and play in Dolphin Park. From there you need to go through all the rings and do all the stunts (see the list below) which include diving underneath the water from a ramp. If you did everything correctly, you'll hear the dolphin squeaking when you cross the finish line.

### Dolphin Tricks

**Handstand** (off throttle – press down and up)  
**Spin**, ie. "backwards ride" (off throttle – move the stick clockwise)  
**Stand** (off throttle – move stick counter-clockwise) + **Somersault** (hold down)  
**Roll left** (off ramp – tap right and hold left)  
**Roll right** (off ramp – tap left and hold right)  
**Flip** (off ramp – hold up then quickly press down)  
**Dive** (off ramp – hold down then quickly press up)

Now exit and select Championship Mode and then Warm Up.

When selecting your character, hold down on the analog stick and when you start you'll be riding a dolphin!

### Speed Burst

Try to press and hold down the gas button, right before the announcer says, "Go!" If you can time this correctly and hit the gas just right, you'll gain a perfect start and a valuable speed advantage. **64**



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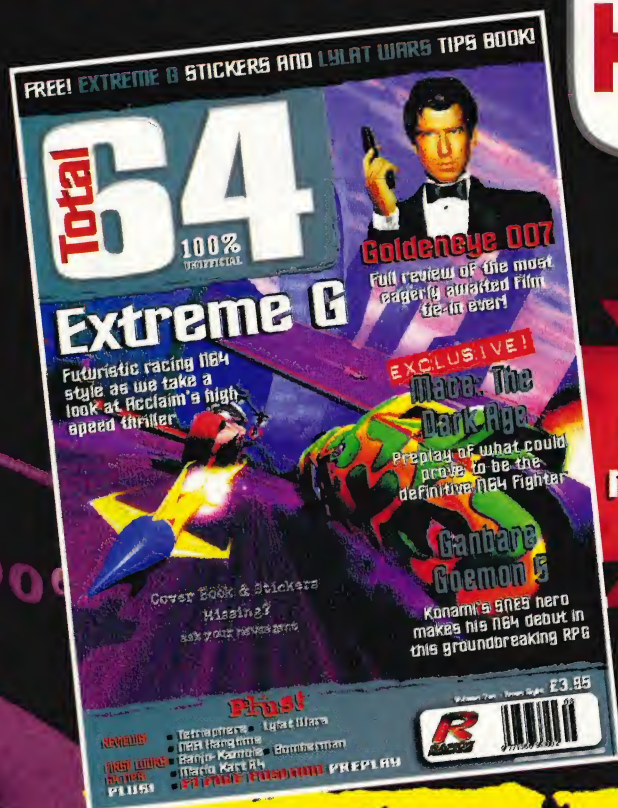


## Tips and solutions

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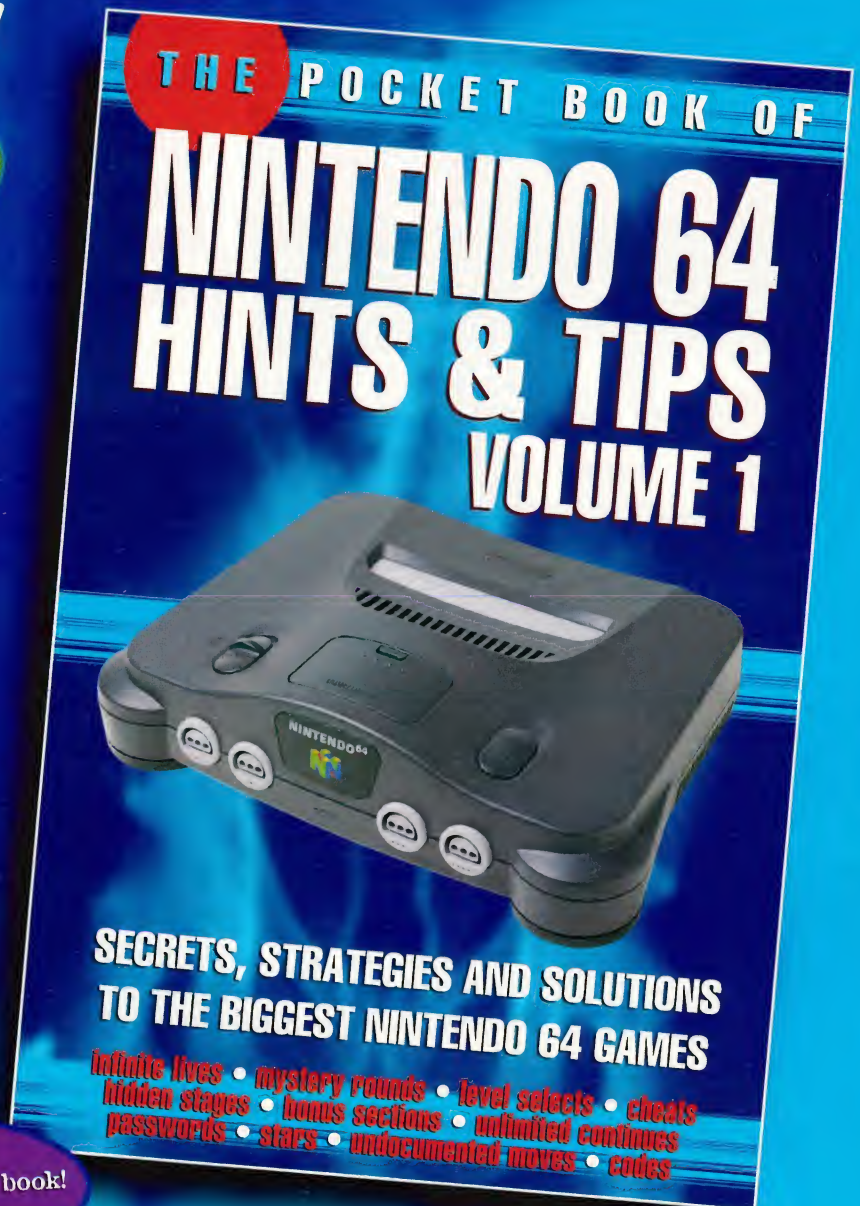
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ISSUE NINE

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31 OCTOBER

## Next Month

Review!

### Mace: The Dark Age

We follow up this month's preplay with a full review of what promises to be the definitive N64 Fighting game.

Preplay!

### Extreme G

Anyone fancy *Wipeout 2097* on their N64? Well this could turn out to be even better!

plus!

● ECTS Show Report

Preplay!

### NFL Quarterback Club

The first American football game to grace the N64 gets a Preplay in our special feature.

First Look!

### Diddy Kong's Racing

The surprise package this Christmas will be this *Mario Kart* style racing game. We give it a First Look next month.



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TOTAL 64

ISSN: 1366-9532

# The answer to 'Life, the Universe, and Everything?' Simple... Goldeneye 007.

Get out of those jeans,  
into a dinner suit and  
buy yourself a  
BMW Z3 —  
*Goldeneye*  
007 has  
arrived!

As much as we all enjoy putting together such an excellent Nintendo 64 magazine, it's still always nice to get another issue finished and take a brief break from the world of the N64, with a quick round of pitch 'n putt or a nice trip to the beach while the foreign students are still around! But this month something very different has happened — now the James Bond phenomenon has at last arrived on the N64 and we no longer have time for 'real life'. Okay, so we've been to the ECTS show, and I was lucky enough to get up to Wembley for the England game, but at the end of the day all that we really wanted to do was to lock ourselves away with a copy of *Goldeneye* and enough joypads for a good long multiplayer session.

*JUSTIN*



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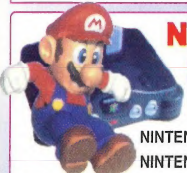


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